

MECKWICK'S REVENGE

Meckwick was once a prominent wizard whose influence extended throughout the known world. In more recent times, political maneuvering by long standing rivals has ruined Meckwick, and forced him to withdraw from society. Living in isolation, Meckwick has purchased a vacant dungeon and begun plotting his revenge.

Meckwick has spread rumors detailing the location of the fabled **MACE OF GUFFIN** and the **SCARLET HERRING**, which are sure to catch the attention of his foes. Meckwick is looking for seasoned adventurers to stock his dungeon with guards and traps and prevent his rivals from making it out alive.

The party will be given 800 gold coins (GC) in credit with **BALRIG'S EMPORIUM**, which is located in a nearby town. Three standard traps (trip wires/ pit traps/ crossbow/ etc.) are available for 50 GC each in addition to Balrig's featured deals.

NOTES FOR THE DM

Here is a chance for your players to take on a small role of game mastering and for you to have a little revenge of your own.

MESS WITH THEM! Slobolins eating termite bottles! Dark Cultists attempting to sacrifice Garumble! Invaders mocking the dungeon!

Rewards: The Mace and Herring (minor or temporary items), as well as any credit remaining with Balrig. Meckwick will likely consider the party a "loose end" and begin plotting...

BALRIG'S EMPORIUM

BONK (200 GC) "He doesn't look like much, but he can block a door like nobody's business."

This stone golem has lost its arms in a battle long ago, but can still put up a fight by charging in and using its head as a battering ram

DRAGON-BONE MERCENARY COMPANY (160 GC)

"This bunch already killed their own mothers for a few coin. Keep 'em away from yours!"

An effective team of warriors that is only interested in getting paid. The mercenaries will claim any loot from invaders as their rightful property.



CREEPING OOZE (180 GC) "Don't touch that thing with your bare hands! I said don't touch it!"

This barely intelligent horror is a dangerous foe and would deter any intruders. It has little sense of what constitutes an intruder and the ooze is very prone to wandering.

SLOBOLINS (100 GC) "These filthy buggers are as nasty as they are cheap and I won't take 'em back for love or gold."

These vile creatures are volatile and unpredictable. Each round roll (**1d10**). A result of 1: the slobolins invade another room. A result of 2: the slobolins attack one another.



GARUMBLE (180 GC) "Garumble kill! Garumble grind bones! Garumble sleepy...zzzzzzzz...zzzzzzzz"

This fierce looking ogre is sure to frighten any would be treasure hunters. Unfortunately he has difficulty staying awake. Garumble is asleep when encountered on a roll of 1 or 2 on (**1d6**).

DARK CULTISTS (120 GC) "You're in luck.

These freaks apparently need gold to usher in the 'seventh putrid age of decay'."

This powerful group of evil priests instill dread to all who encounter them. However, all humanoid sentient denizens will suffer a **-2** penalty to rolls if the Dark Cultists are hired.



COIN GOLEM (220 GC) "A fool and his money, and his arms, and his legs, are soon to part."

The coin golem must be contained in at least two coffers and kept in separate rooms. Once all parts of the golem are collected, it will recombine along with any other treasure carried by the group and attack.

TRAPPED TRAP (200 GC) "They can't breed, and they die once they fill their tiny bellies. So really, what could go wrong?"

Successfully disarming this trap releases several small glass vials filled with enchanted termites. They can devour support beams in (**1d2**) turns, causing a collapse.



The invading party should be scaled higher than the players so that careful dungeon design is critical to success. This table details the behavior of the DM controlled party. Roll (**1d6**) to determine which entrance the party will use.

1-2 : West	3-4 : North	5-6 : East
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Roll 1d6 to determine which direction the party will travel.

1-3 : Clockwise	4-6 : CCW
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The party will continue until they reach the doors by either room 6 or 8. They will head into the inner circle there. Then roll (**1d6**) again to determine if they will go Clockwise or not (using the same table above).

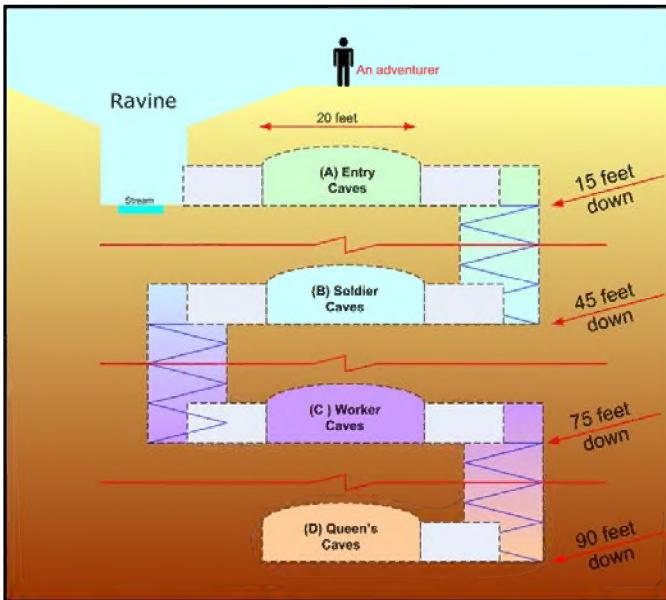
The invading party will then head to the central chamber through the door in room 9 or 11. This table can also be used to determine Slobolin movement if the "Invade another room" result is rolled.

Hive of Scum and Villany

First the stream ran dry... Then cattle went missing... When children disappeared ... We went out there and ... well ... not many of us came back.

-- Sgt. Pepper, Report

At the edge of a pastoral land, near ranches and farms, a newly spawned Hive of Orcs has dug into the verdant soil, damming a nearby stream. In the depths their Queen spawns Drones and Warriors. On the surface their Warlord trains Lurgs of Soldiers to raid and kidnap, trains Workers to dig, dam and loot.



What's a Lurg?

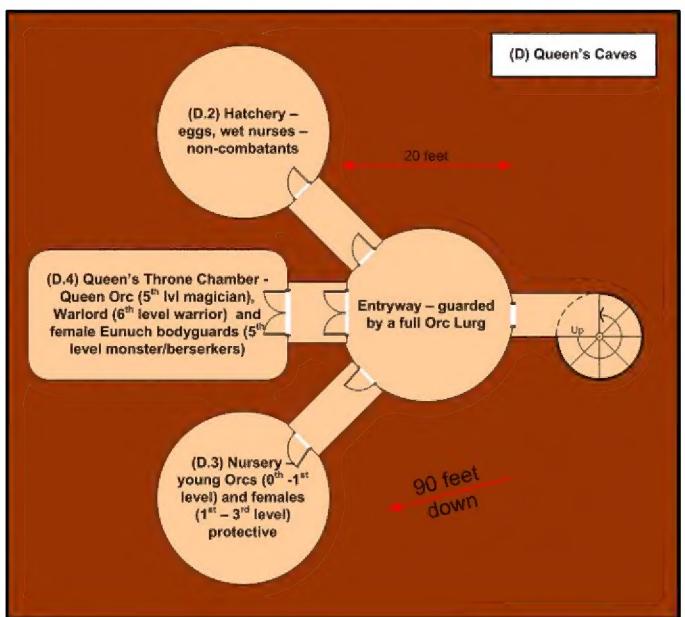
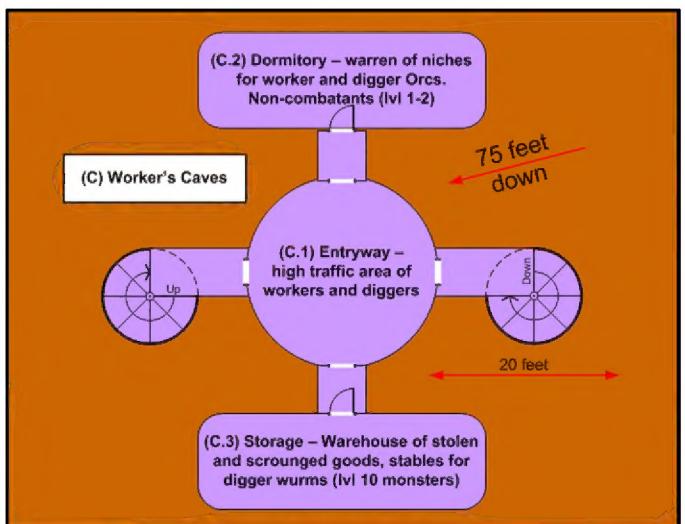
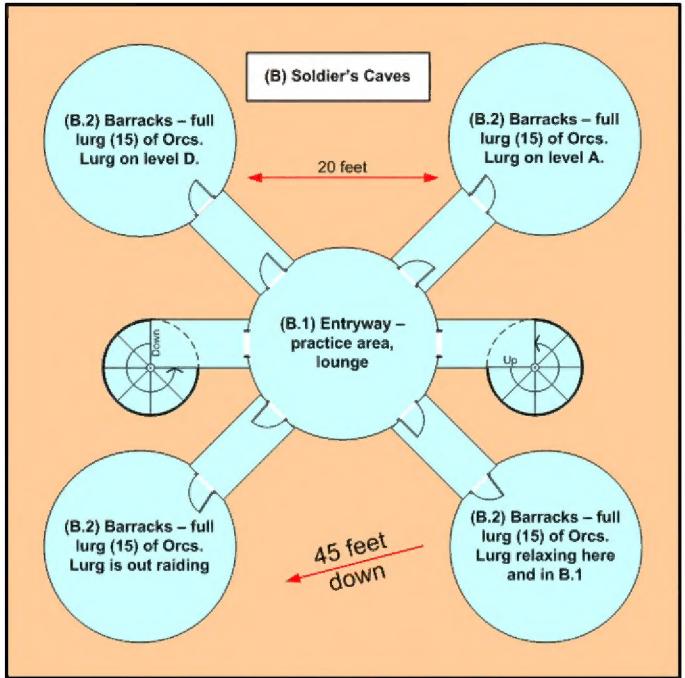
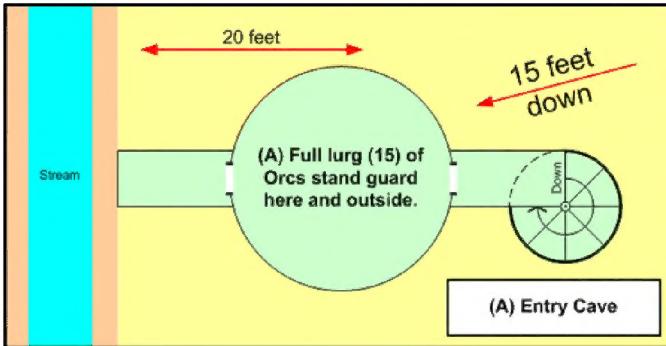
A Lurg is a unit of up to Fifteen Orcs born in the same batch, fed and raised together. They'll fight as a team and live or die for each other. A sample Lurg has 1 leader (4th level), 3 older Orcs (3rd level), 6 warrior Orcs (2nd level), 4 young Orcs (1st level) and a sniffer/tracker Orc (2nd level).

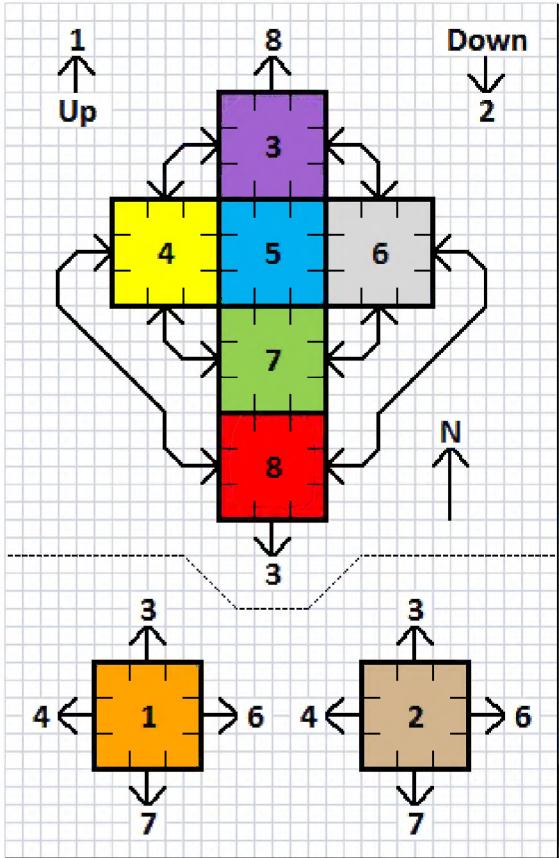
Who's with the Queen?

Each Queen has a Lurg of her strongest Orcs as a guard, other Females as servants, Workers to feed her and the eggs of her young. The Warlord, the only Male who will breed with her, lives there as well. Non-breeding hulking Females, created by the Queen, serve as her personal bodyguards.

What are those things?

How did the Orcs dig this hive so quickly? Giant blind stone worms under the magical control of Worker Orcs. These creatures can bore with earth with ease and can even eventually punch holes in solid stone.





Tesseract Dungeon

Each room is a 30 foot x 30 foot by 30 foot cube. There is a 10 foot x 10 foot square hatch centered on each of the six sides of each cube, along with four buttons centered along each edge of the hatch. Pushing any of these buttons opens the hatch; a second push (from either side) closes the hatch.

Going up from Room 1 will go to Room 8, entering through the ceiling hatch. Going down from Room 1 will go to Room 5, entering from the ceiling hatch. Going up from Room 2 will go to Room 5, entering from the floor hatch. Going down from Room 2 will go to Room 8, entering from the floor hatch.

Please note that when entering another room, your orientation can change. The GM will need to carefully track both horizontal (north, south, east, west) and vertical (up and down) orientation changes.

Magical or technological devices that make use of higher-dimensional and/or extra-dimensional space will not function while within the tesseract. The sudden orientation/gravity changes can make flight within the tesseract very difficult. Likewise, no form of teleportation magic/technology works within.

This makes a good adventure for a new adventuring party to meet each other, when they all awaken in the tesseract with no memories of how they got there.

Room 1: The players awaken in this room, with no memory of how they got there. The room is colored with an orange scheme. In one corner, there is an open three-dimensional representation of a tesseract, with each of the cubes having a place to place a small sphere. An orange sphere is placed in the top cube. Players that collect all of the spheres from all the rooms and place them within the model tesseract correctly will be teleported out of the tesseract...into another adventure. If the spheres are inserted incorrectly, they all teleport back to their respective rooms, and any dangers within those rooms are reset and/or resurrected. Nothing else notable is found in this room.

Room 2: This room is colored with a tan scheme. It contains 3 animated skeletons that attack those that enter it. One of the skeletons has a tan sphere embedded within its eye socket. At first glance, this resembles aged bone, giving the impression of a skeleton with no eye socket.

Room 3: This room is colored with a lavender scheme. It contains lush couches. If any character lies down on one of the couches, they are subject to a magical sleep spell that lasts 12 hours. They will awake feeling refreshed, but they will not be able to regain per day abilities from this sleep. If the characters rip apart the couches, one of them contains a purple sphere.

Room 4: This room is colored with a yellow scheme. Any sound made above a whisper in this room will lead to the release of a poisonous gas. As the gas floods the room, a bright yellow sphere will fall from the ceiling. Players will have to spend additional time in the gas to retrieve the sphere.

Room 5: This room is magically sealed, and filled with water. The magical seal prevents the water from flooding into the other rooms when door hatches are opened, but does not prevent characters from passing into and out of the room. The room also contains 2 very hungry sharks. In the belly of one of these sharks lies the blue sphere.

Room 6: This room is colored metallic grey. It is filled with all sorts of metal machine bits...gears and pulleys and chains and the like. A killer robot lies among the rubble, disguised as just another piece of junk. Unless disturbed, it ignores any who pass through the room. If the players do disturb it, it attacks with a circular saw and a small laser blaster. Once felled, an examination of it reveals that its power source seems to be a metallic sphere. Amongst all the metallic rubble, players may find hundreds of coins of various denominations.

Room 7: This room is covered in green plant life, even to the point of sustaining a small tree in the northwest corner. A dryad is linked to this tree, and will offer to cure minor injuries of any who give will bring water from room 5 to help sustain the tree. She also gives them the green sphere.

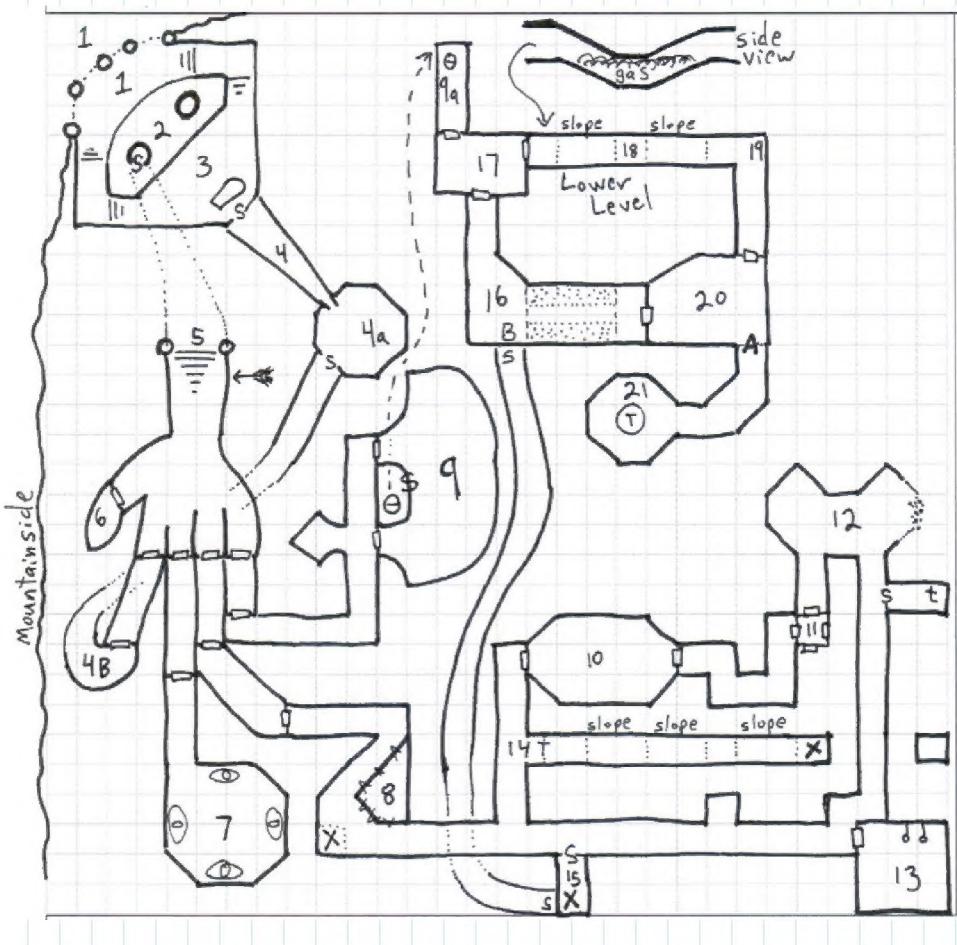
Room 8: This room is covered in red flames, and characters will take fire damage just for being in the room. A cunning devil lives here, and he offers the players the red orb if they will kill they dryad of room 7. However, if they perform this task, the sphere that he gives to them is a fake. If they attack him instead, he will burst into flames upon death and coalesce into the red sphere.

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The Mad Architect's Tomb

By: Bill De Franza

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Background

Ar'Goriath, feared and respected in equal measure, was a wizard of great power known for designing and building the grandest and most dangerous monuments, tombs and dungeons for the mightiest of kings and emperors the world over. Rumors swirled that his renown was so great that even beings of other planes commissioned his works. In his later years, he went mad, again fueling rumors of his congress with Those Men Should Not Meet. His power remained, however, and he foresaw his own death. Desiring to keep his riches from other mortals, whom he detested as inferior beings he had surpassed, he built his final dungeon; a grandiose tomb to hide away the worldly treasures he left behind. Legends say his spell books and artifacts of mighty magic are sealed away in the innermost secret chamber of his tomb, though none have yet found them.

Wandering Monsters: roll 2d4

- (2) 1d6 Giant Rats, 50% chance rats are undead
- (3) 2d6 Giant Ants
- (4) 1d6 Mighty Skeletons
- (5) 1d6+1 Zombies
- (6) 1d4+1 Giant Killer Worms
- (7) Golem
- (8) Gelatinous Cube

Monsters Rooms 9, 13, 17, 20: roll 1d4

- (1) 1d2 Mummies (2) 2d4 Mighty Skeletons
- (3) Golem (4) 1d4 Giant Killer Worms

Legend

- S – Secret Door
- X – Pit in floor
- t – Treasure, small
- T – Treasure, large
- A – Magically protected Portcullis
- Θ – Spiral Staircase

1. **Entry:** The alcove is open to the outside and ornate columns hold up the roof. Two stairways lead up to Area 2, about 6 feet above area 1.
2. **Perpetual Flame Platform:** This raised area has two large pedestals topped with perpetual flames. The one to the south conceals a secret door that reveals a narrow shaft leading down to the true entrance to the Tomb. Two more stairways lead to the top-most platform, another 6 feet above area 2.
3. **Sarcophagus/Mourning area:** at the rear of this level is found Ar'Goriath's sarcophagus, surrounded in perpetual torches and benches for mourners. This sarcophagus is false, of course, but it does contain a human skeleton if the PCs open it. Hidden behind it is a secret door leading to deadly traps
4. **Slide Trap:** Upon Stepping through the secret door, PCs must immediately navigate a greased floor leading to a steep chute that trails away into the darkness and drops them in room 4A.
- 4A. Room contains a Metal Golem which immediately attacks, or for low-level characters, perhaps it has been previously defeated and its wreckage is found here with a couple decaying corpses. A secret door reveals a narrow tunnel that connects to area 4B.
- 4B. This hallway narrows and descends below the other halls of this level to connect to the pit room 4A.
5. **Main Entrance:** An ornate marble staircase rises up to the dungeon complex. The middle stair is trapped, and if stepped on releases arrows to strike for 1d6 damage.
6. **"Thumb":** 4 Skeletons are trapped here and immediately attack if this door is opened.
7. **Hall of Statues:** Four marble statues of Ar'Goriath line the walls here. They are of the finest artistry and ornately decorated with inset jewels. If any of the statues are touched, 1d4 of them animate and attack.
8. **Archer Chamber:** This triangular room has many arrow slits that allow the three undead archers trapped inside to fire arrows at any character in the hallways surrounding the chamber. If the PCs smash through the wall, they will find the undead have bows +1 and Ever-full quivers that create arrows.
9. **"The Axe":** This oddly shaped chamber hides a secret door that reveals a spiral staircase leading to the lower level. The staircase ends at area 9A.
10. The ceiling in this room is only five feet high. Roll 1d4 for monsters (1) Centipedes 1d4, (2) 1d6 giant scorpions, (3 or 4) 2d6 Kobold treasure-seekers.
11. The South and East doors in this chamber are false and cannot be opened. Optionally, they may also be trapped.
12. **Oddly Shaped Chamber:** This chamber is moist and dank, full of slime and mold, and potentially, disease-causing filth. The eastern wall has crumbled slightly, allowing Giant Killer Worms and other subterranean vermin entry to the complex.
13. **Cubic Room:** This room is a cube 30 feet on a side, with two levers protruding from the North wall. Pulling either one, or both, will open the Portcullis marked "A" in room 20 with an intimidating and very loud grinding noise.
14. **Roller Trap:** Pulling the trip wire releases a solid stone cylinder from the ceiling which is only 1 inch narrower than the hallway. It rolls down the sloped hallway to land with a crash in the pit at the end.
15. At the bottom of this pit trap is a secret door that leads to the area marked "B" in room 16. The secret door is not visible from room 16.
16. **Pit Chamber:** This oddly shaped chamber has two platforms above a huge pit 20' wide by 30' long and 20' deep that is filled with foot long spikes. The bridge across the middle is an illusion, so woe to those who try to run across it.
17. This room appears pedestrian compared to many of the others. Ideally, the players will be paranoid about this. Check for monsters on the table above.
18. **Gas Cove:** The sunken middle of this hallway is filled with dense poisonous gas that will knock out any characters who succumb to it.
19. **Magic Hole:** There is a hole about 10" in diameter in this corner. Anything placed in the hole will glow like a torch for 1d4 days.
20. **Guardian Room:** The Portcullis labeled "A" is magical and can not be harmed or opened except by the levers in room 13. Roll on both monster tables.
21. **Treasure Chamber:** The center 10' square of this octagonal room is made of marble, and in the middle of it stands a large chest. The chest holds a small treasure, but it is guarded by several two-foot long flying Automaton Wasps which favor attacking any glowing objects or the characters carrying them. If the chest is emptied and searched, the PCs may find the false bottom, which reveals a lever. When the lever is pulled, the center square descends about 30 feet to reveal an identical chamber filled with untold riches of all sorts, the true treasure left behind by Ar'Goriath the mad architect.

The Tomb of the Ancients

Level 1



After a recent earthquake, a massive silvery dome has appeared at the base of a nearby mountain. It appears it had once been buried beneath a portion of the mountain itself, but the earthquake has exposed it. Many are interested in what secrets the structure may possess.

Exterior—The exterior of the dome is perfectly smooth and perfectly round. There are no visible doors anywhere on the exterior. Several expeditionary forces have already encamped around the dome. An inscription, written in a flowing golden script reads, “At morning's first light, my shame casts my eyes down.”

1. **Main entrance**—only visible at morning's first light and only visible from the south. From the inside it appears to be a normal door. Any time the PC's rest in the outer ring, a honor guard of a dozen ghostly figures will march past along the outer ring. They can not be interacted with in any way.
2. **Waiting and preparation room.** Mural on wall depicts women in mourning. Several **small gold inlaid boxes** contain valuable **funeral preparation spices and oils**. A **spectre** haunts this room and actively attacks anyone disturbing the boxes.
3. **Waiting and preparation room.** Mural on the wall depicts men in mourning. Several **small gold inlaid boxes** contain **valuable funeral preparation spices and oils**. 1 Box is **trapped** and contains a **scroll**.
4. **Tomb.** Several coffins sit in this room. Each is occupied by a **zombie**. Each zombie was entombed with small **valuable**

trinkets.

5. **Niches**, stacked like bunk beds, line the walls. Each is currently occupied by a **skeleton**. **One magic weapon** (currently in use by skeleton).
6. **Tomb.** A single sarcophagus occupies center of room. **Large skeletal warrior** guards it. It wears **magical armor**.
7. **Lovers Room.** Two sarcophagi with a man and woman engraved on top facing each other. If either is disturbed, both **vampire spawn** attack. Each sarcophagi contains **one dozen roses made of pure gold and gems**.
8. **Storage room** occupied by a **skeleton covered in a mould**. Any creature physically struck by the skeleton is also effected by the mould (mind effecting).
9. **Decoration's Room.** Door is **trapped** and locked. Room contains **several valuables including a large gold covered holy symbol** to “The Unknown God” attached to the wall. It is also **trapped**.
10. **Grieving Chamber.** Wails can be heard from outside. **Ghost** inside. An ancient book, “**A Collection of Poems for the Broken Hearted**” can be found here.
11. **Storage.** Candles, torches etc are stored here. **Three candles are magical** and burn continually without heat. Door is not locked but is **trapped**.
12. **Body Preparation Room.** Several **ghouls** have taken up residence in this room.
13. **Living Quarters.** Door is locked and **trapped (magical)**. The **cleric** who once maintained the tomb still does, though he's now insane and attacks without provocation. No method of curing, either magical or non-magical, can restore his sanity. After eons, his mind no longer exists. **Several scrolls can be found here**.
14. **Sven's Final Resting Place.** Secret Door; Locked and **Trapped**; This irregular shaped room houses a single sarcophagus filled with dirt and a **vampire**. **Several valuables** are buried in the dirt along with a **wand and a scroll**.
15. **Refuse Room.** Accessible only by swimming through the scum covered pool from room 14 passing under the northern hallway. Water is contaminated with **disease**. This room is nearly knee deep in refuse. Several **dire rats** occupy this room. The **magical candle** missing from room 18 can be found here along with significant amounts of **treasure** that the dire rats have drug here from other parts of the tomb.
16. **West Hallway.** The door to this hallway is a Secret door, locked and **trapped**.
17. **East Hallway.** See 16.
18. **Central Burial Chamber.** Rooms 18 through 22 are effected by a magical

Vortex. Anyone may enter room 18 but leaving is much more difficult. The center of the room is occupied by a magical vortex that seems to suck light and life into itself. Anyone standing in the room takes damage from the negative energy it creates. On either side of the vortex stands a candle stand. The candle on the east side is missing (can be found in room 15 if searched well). Replacing the candle will end the effect, but release the **vampire** that resides in the sarcophagus within the vortex. Anyone attempting to use any door to exit area 18 must roll a d8 and a d6. For the d8, count clockwise around room 18 to determine the door that is actually used. For the d6, 1-2 is outside room 18 and 3-6 is inside room 18. Exit from room 19-22 use these same rules. Doors function normally if candle is replaced. **Golden furnishing** adorn this room. **Spells that heal or restore do not function in this room while the vortex is active**.

19. **Tomb of the High King.** A **large skeletal warrior** wearing a **crown** on his head guards the single tomb in this room along with his **wraith bodyguards**. The king's **favorite treasures** were entombed with him.
20. **Tomb of the Royal Wizard.** **Wraith**; Room is filled with books, mostly destroyed by time. The wizard's **spell book and his few magical items have remained**.
21. **Tomb of the Mother Queen.** **Ghost** and lots of **jewelry**. She wails incessantly about the loss of her children.
22. **Tomb of the Royal Confessor.** **Ghost** and **several wraiths**; the ghost will attempt to “turn” the PC's on round one (no effect what so ever) and will join the battle on round two. **Divine scrolls and wands can be found**.
23. **Hallways of the dead.** The four hallways leading to the central chamber are packed with ghostly mourners. They can not be interacted with in any way, but occasionally, among their other wailings, shout, “Woe to those who would approach the final resting place of the High King with out blessing.” Rest is impossible in these hallways. The doors leading into room 18 from the **south, west and north are all trapped**.

Rest is completely impossible in all hallways leading to room 18. Resting in Room 14 or 15 exposes PC's to **disease**.

Note: If other parties have entered the tomb at the same time the PC's enter, additional conflicts may arise. =)

Random Encounters - 1 in 4 Chance any time resting for: (Roll 2d6)

2 & 12	Wraiths
3-4	Zombies
5-9	Ghostly Mourners (See Room 23): Prevent Resting
10-11	Skeletons

The Malevolent Ultimate Dungeon of Doom

So...your players think the Temple of Elemental Evil was a joke. Tomb of Horrors? Walk in the park. They cleaned out the lower levels of Hell in one afternoon and the ranger wears Tiamat's head as a helmet. How can you challenge them? Ladies and gentlemen, I present THE MALEVOLENTE ULTIMATE DUNGEON OF DOOM, or MUDD for short. Only the most HARDCORE players will be able to complete this dungeon and if they do win, you have FAILED in your DUTIES as a DUNGEON MASTER. You are the MASTER of the DUNGEON, especially THE MALEVOLENTE ULTIMATE DUNGEON OF DOOM of which you are the MASTER. Are you going to let a bunch of sniveling player characters walk into YOUR DUNGEON (of doom) and cavort about, killing all YOUR MONSTERS (of doom), solving YOUR PUZZLES (of doom), disarming YOUR TRAPS (of doom) and taking YOUR TREASURE (of doom, I guess, but the treasure is good so maybe not of doom)? HELL NO! You shall TRIUMPH, for this dungeon is uhhh...doomful. How about ominous? That sounds a bit better. Okay. THIS DUNGEON IS OMINOUS. DREADFUL EVEN. They will BEG for mercy. But you shall NOT provide it, for you are the MASTER and this is YOUR game.

1) This room reeks of evil. The walls are painted with human blood, which is probably why it smells so bad. There are no baseboards but SKULLS that line the walls. Instead of crown molding, MORE SKULLS. In the center of the room is a PENTAGRAM. In the center of the PENTAGRAM (muahahaha are your players scared yet? They should be because this is so EVIL) is a dead body. Naked. A woman. Who you can tell was really hot before she was murdered. THAT'S EVIL, RIGHT? Blood still drips from her corpse, making a huge mess. I suppose that's not really evil, but it's rude. Close enough. In her hand is a dagger. The dagger looks awesome, encrusted with jewels and shit. If the dagger is touched, the WOMAN COMES ALIVE HAHAHAHAH IT'S NOT REALLY A WOMAN IT'S A FUCKING SUCCUBUS! She starts stabbing away with the kickass dagger. Oh and this succubus uhhh...can cast 5th, yeah up to 5th level Magic-User spells. And she knows them all. Seriously.

2) Another stinky room. But instead of blood, the walls are painted with human excrement. I guess evil likes stench? I don't remember Dr. Doom ever wallowing in filth and he's DR. DOOM. Hey, maybe he built this dungeon? Probably not, it's just a coincidence due to his cool name. So, another PENTAGRAM. And SKULLS. But this time instead of a succubus pretending to be a dead woman there's a Type IV DEMON just hanging out, ready to KILL THE CHARACTERS. He's hell-bent (literally) on finishing off the PCs. You know what, I just thought of something...if the party already killed Tiamat, one Type IV won't even scratch them. Okay, there are THREE TYPE IV DEMONS! Yeah suckers, deal with that.

3) This room smells clean. And it's all white. The party should never get here because they're all dead. They ARE all dead, right? Fine! You need to start fudging rolls. And it's NOT cheating because look, YOU ARE THE MASTER OF THE DUNGEON. If you don't kill a PC in this room, you suck. Anyway, yeah, it's all white and smells clean. There are white roses everywhere, like on the floor and in vases, and a large, white bed with white linen sheets. Clean isn't very descriptive...okay, it smells like that Linen & Sky Febreeze. Just nice and fresh and clean. On the bed are TWO GIRLS. And they're MAKING OUT! It's so erotic. They motion for the PCs to get in bed with them, and it's a huge bed so there's plenty of room. They're not girls, though, but you knew that. They're actually a polymorphed CATOBLEPAS and MEDUSA that revert to their NORMAL FORMS after anyone approaches. Bet your players didn't see THAT coming, did they? Probably figured it was more demons, but hell no, you fooled them, MASTER OF THE MALEVOLENTE ULTIMATE DUNGEON OF DOOM. You should roll the PCs saves for them and cheat so they all die. TPK! If anyone is left alive (you suck, you know that), there's some treasure in here. How about 10k gold pieces and three random magic items under the bed? That sounds good. You know what, if they look under the bed for treasure a wraith pops out and starts fucking them up. I'm just trying to help.

4) Ho hum, another large room with blood everywhere. You know, you can skip over all the dressings because the players don't care anymore, they just want to kill more shit. Fine. But there's a lot of blood in here and it's pooling in the middle of the room. A sign written in English because I have no idea what demon language looks like says, "DRINK FROM THE POOL AND BE AWESOME." Do any of the PCs actually do such an EVIL act? If so a TYPE VI DEMON RISES AND STARTS TEARING SHIT UP! That's right, it's a fucking BALROG(tm)! And not the pussy balrog that Gandalf killed, no, this is uhhh like the one that beat the crap out of that elf king in the Simarillion. YOU KNOW WHAT I'M TALKING ABOUT! He is beyond badass and should totally make short work of the party. If none of the PCs drink from the POOL OF BLOOD(!), the badass BALROG starts killing them anyway. Oh, the PC who did drink does get to be awesome, though. Roll a d6:

- 1 - Grow kickass demon horns.
- 2 - Hands become claws that can really fuck shit up.
- 3 - Turn into a TYPE III DEMON! This one is pretty awesome, right?
- 4 - Smell really bad, like a demon.
- 5 - Sweat blood instead of uhhh, sweat.
- 6 - Turn into a record producer. Oh yeah, that's awesomely evil.

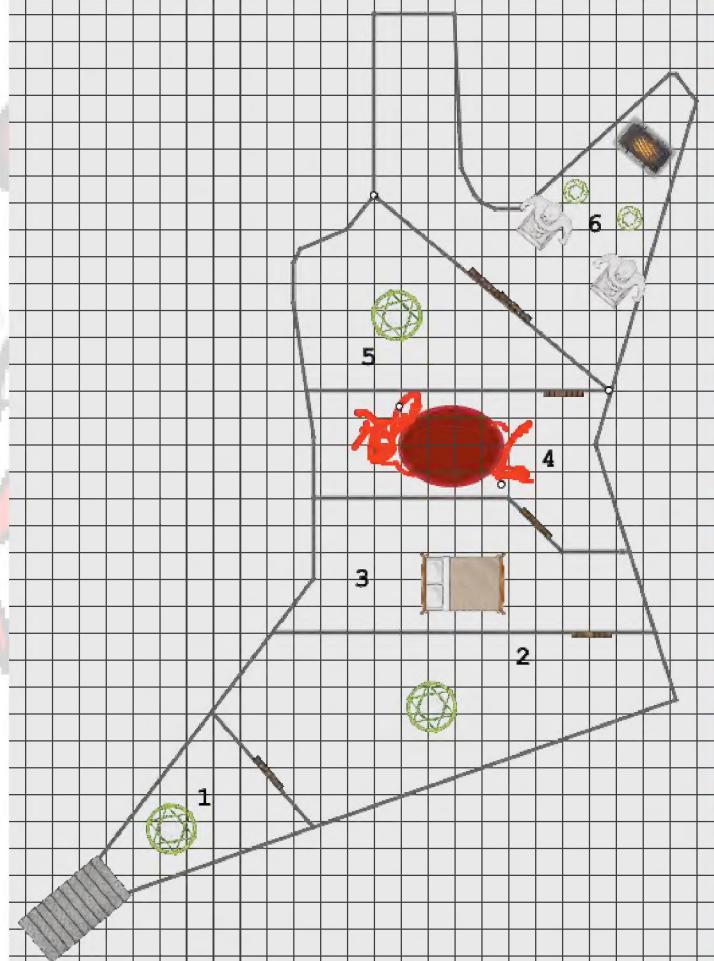
For whatever reason, the balrog decided to store all his treasure in the pool of blood but no one will get it because they all died.

5) Room. Blood. Skulls. Pentagram. Look, how did they beat the balrog? I really don't get that because those things are tough as hell to kill. Anyway, doesn't matter of "master" of the dungeon. I'm beginning to think you're coddling the players, so I present to you this room that will almost ensure their deaths. I mean character deaths, but if you think threatening the players might help, go for it. Okay so there's a chest in the pentagram and it looks really expensive, made of platinum or something. It's worth 25k gold alone at least. It's trapped with a poison needle because every chest trapped and it's a trope we need to throw in here to truly make this THE MALEVOLENTE ULTIMATE DUNGEON OF DOOM! For the love of God, please kill the fucking thief when he tries to disarm this thing. Please? When opened, there are hmmm...five scrolls and like four miscellaneous magic items. And a sword that shoots fireballs. You ever play Rastan? Yeah, it's a sword like that. Let's say they do 2d6 damage. OKAY AND NOW YEENOGHU THE DEMON LORD OF GNOLLS APPEARS FROM NOWHERE WITH TWENTY PISSED OFF GNOLLS! I swear his description says he has gnolls with him. If you're able to fight this guy, what the fuck are gnolls going to do to you? Moving on, YEENOGHU IS AWESOME! His flail can totally tear up the PCs. ROLL LOTS OF d20s, MASTER, AND KILL THESE INSIPID INTERLOPERS.

6) What? THE MALEVOLENTE ULTIMATE DUNGEON OF DOOM is pretty small but the party shouldn't be here. Unless you weren't the MASTER. I'm guessing you weren't the master. Dammit. Okay so this room is huge and looks like an old cathedral or something. At the very front is a STAGE OF EVIL! Oh hell yeah. Ever been to a GWAR show? Well, it's like that, but way more shit. Chains, skulls, spikes and all that kind of crap. Gargoyles perched on columns in front. Not entirely gothic, but just gothic enough to be creepy. Definitely more metal than goth. Maybe it's gothic metal. YOU GET THE POINT, IT'S AWESOME AND REEKS OF ULTIMATE DOOOOOOM! Make the players (seriously, why are they still alive, and I'm not talking about the characters this time) roll a Save vs. Death. Failure results in, you guessed it, dead. Because the stage is just that awesome. They die from seeing the awesomeness. Okay so if any are STILL alive, the entrance closes up instantly TRAPPING THE PARTY! THERE'S NO WAY OUT! Teleport? MUHAHA DOESN'T WORK! No, they are trapped! TRAPPED! A forcefield surrounds them, too, so they can't go any further into the room. And then the velvet curtain (embroidered with cool patterns of murder and skulls and stuff) rises, revealing ORCUS! HOLY SHIT, IT'S FUCKING ORCUS! He wields a huge AXE that looks like a Gibson Explorer and starts playing a SONG ON IT! Roll a d6 (and play the song for your players):

- 1 - Symphony of Destruction
- 2 - Master of Puppets
- 3 - Rime of the Ancient Mariner
- 4 - Iron Man
- 5 - Seasons in the Abyss
- 6 - Cemetery Gates

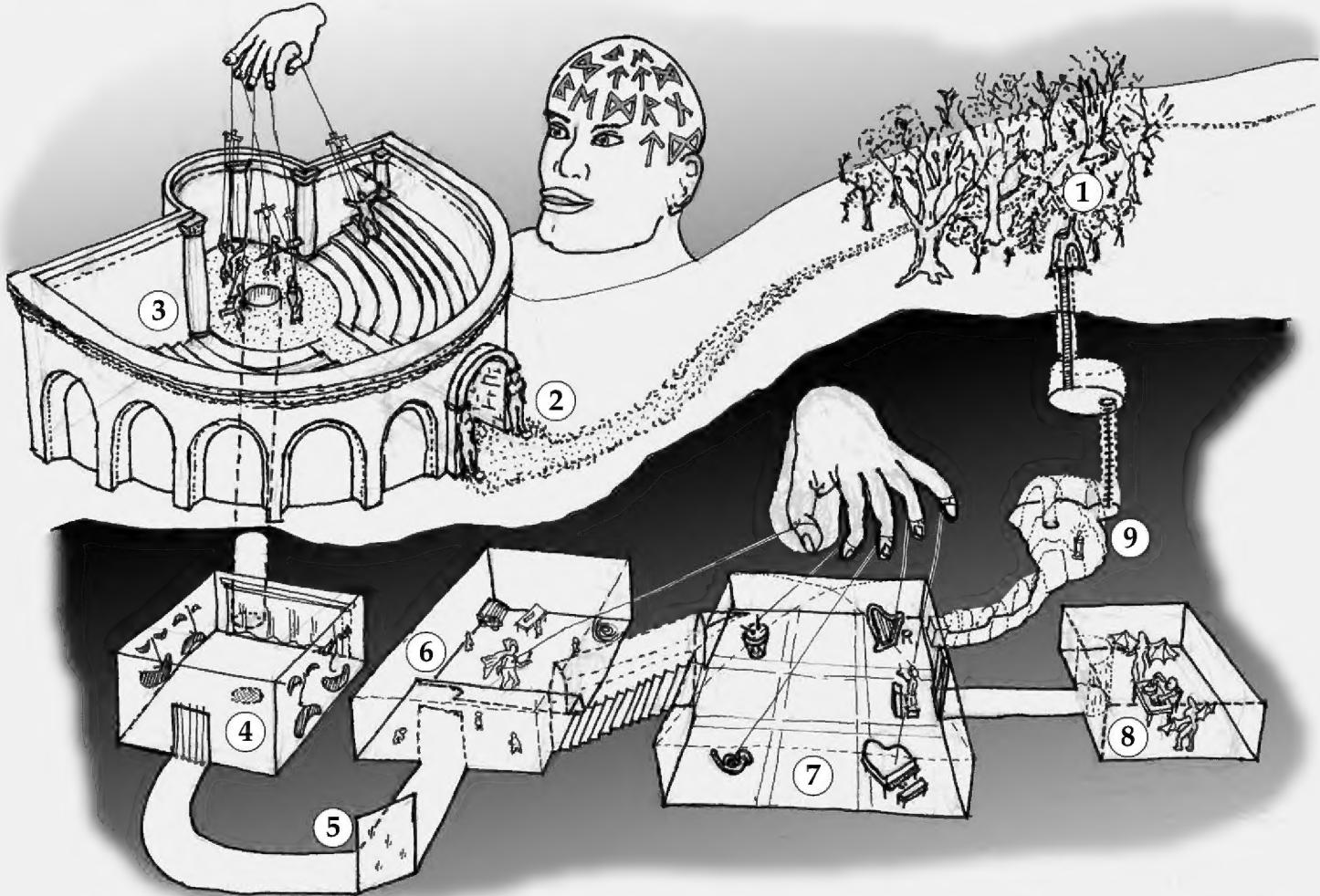
ORCUS is truly an epic player so DEMOGORGON shows up with a drumkit and joins in with his mad skills. He makes Gene Hoglan look like Meg White. He doesn't even have a double kick, it's a fucking QUAD KICK and DEMOGORGON just grows a couple extra legs to play that shit. The PCs are compelled to do air guitar during the solo and shout medelemedelmedelemedeleeeeeee or whatever. After the INSANELY EPIC PERFORMANCE, ORCUS will ask the party (who should NOT even be here) what they thought. He will then ask for a RECORDING CONTRACT. If the party cannot offer the contract, ORCUS and DEMOGORGON begin EPIC COMBAT IN THE MALEVOLENTE ULTIMATE DUNGEON OF DOOM! If one of the players got lucky and turned into a record producer, they will be able to present ORCUS with a standard deal WHICH PISSES ORCUS OFF BUT HE SIGNS IT ANYWAY! The PC is now IRREPARABLY EVIL! If either through combat or shifty deals the party defeats ORCUS (some master you are), the entrance reappears and they get a lot of treasure listed in some monster book. ORCUS doesn't have his WAND, though. The AXE is an artifact, make up the stats yourself because I'm pissed. Seriously, they beat Orcus? Great Monty Haul campaign you have going there...



The Sinister Puppeteer

(Left Handed)

1. Brittle Woods – A path through a modest forest suffering from a brutal harvest of wood. The wind sounds as haunting voices echoing laughter and tears through the trees. A stump conceals a door, too well hidden to be found by any but those with knowledge of it.



3. The Puppeteer's Right Hand – Five larger than life marionettes dance here. Each is made of solid wood and hardened leather, held up by mystic strings that disappear to another plane mere inches from the joints. They perform and attempt to entertain any who enter the theater. "Pinky" – A nervous boy, small to the others at six feet tall, dressed in pauper's cloths with a mouth full of surprisingly sharp teeth. "Ring" – A beautiful princess, vain and flirtatious. She wears a dagger at her waist and her hair is set with many sharp pins. "Long" – The long-suffering father of Ring, he walks with help of a mighty staff, and only wishes to find his daughter a good match. "Pointer" – Wily wizard who plays the part of a dimwitted merchant. He greatly desires Ring, but she will never consent to have him. "Thumb" – The flying knight, he speaks nobly, but thinks only of himself, and remains perpetually unaware that Ring pines for him. Once, the marionettes warn anyone who attempts to enter the stage. On a second attempt, or if harm is directed at them, they will attack. They are virtually impossible to defeat without severing the strings that support them, but cannot pursue down the hole.

4. Comedy and Tragedy – A stage curtain, a locked portcullis. Beyond the portcullis music can be heard appropriate to the situation. The faces speak "All Words, All Sport, All Life Upon the Stage". In response to questions comedy laughs, tragedy cries. Each time the curtain in front of the painted stone wall is moved, it releases a spirit of the theater which attacks. The portcullis opens on the word "Play".

5. Perfect Mirror – Fragile, but practically invisible. Able even to reflect magical attacks. The music begins to swell.

2. Cursing Caryatids – Twin stone statues flank the entrance, as beautiful as they are hard. The arch stands upon plinths above their heads, twin bowls at their feet. The plinths read "GIVE PLAYERS DUE" and "FOR PASSAGE THROUGH". Any who places a coin within a bowl may pass in peace. If anyone passes them without paying they will both turn and utter a curse upon the trespasser in unison. They spring forth to attack any who attempts to enter the theater by any other route or causes harm to them or the structure.

6. Workshop – Many gnomes scurry about making new marionettes. They attempt to trick, trap and hinder any who enter this room. Darting from shadow to shadow is the Left Thumb appearing as a Jester. Clever, skilled and deadly, this assassin will take any measure to defeat trespassers but prefers to allow them to pass and strike from behind.

7. Orchestra – A mannequin conductor leads a phantom set of instruments in a stately wood paneled room. The music pounds in assaulting waves and harmonies to drive back interlopers. Each instrument continues to make noise for as long as it can, becoming more hideous and painful with every tear, dent, break or desecration. The large doors will open only at a wave of the conductor's baton. The door to the lost cave is cleverly hidden in the wood panels.

8. The Trapped Puppeteer – Here, beyond a shield of force, the puppeteer acts in thrall to an incubus and succubus (wearing comedy and tragedy masks of gold). He desires freedom, but is compelled to act to fight any interlopers. The shield of force only drops when touched with bare skin. The puppeteer strikes out with threads of string that give him control of whatsoever they touch. The demons attempt to subdue invaders to be their new marionettes.

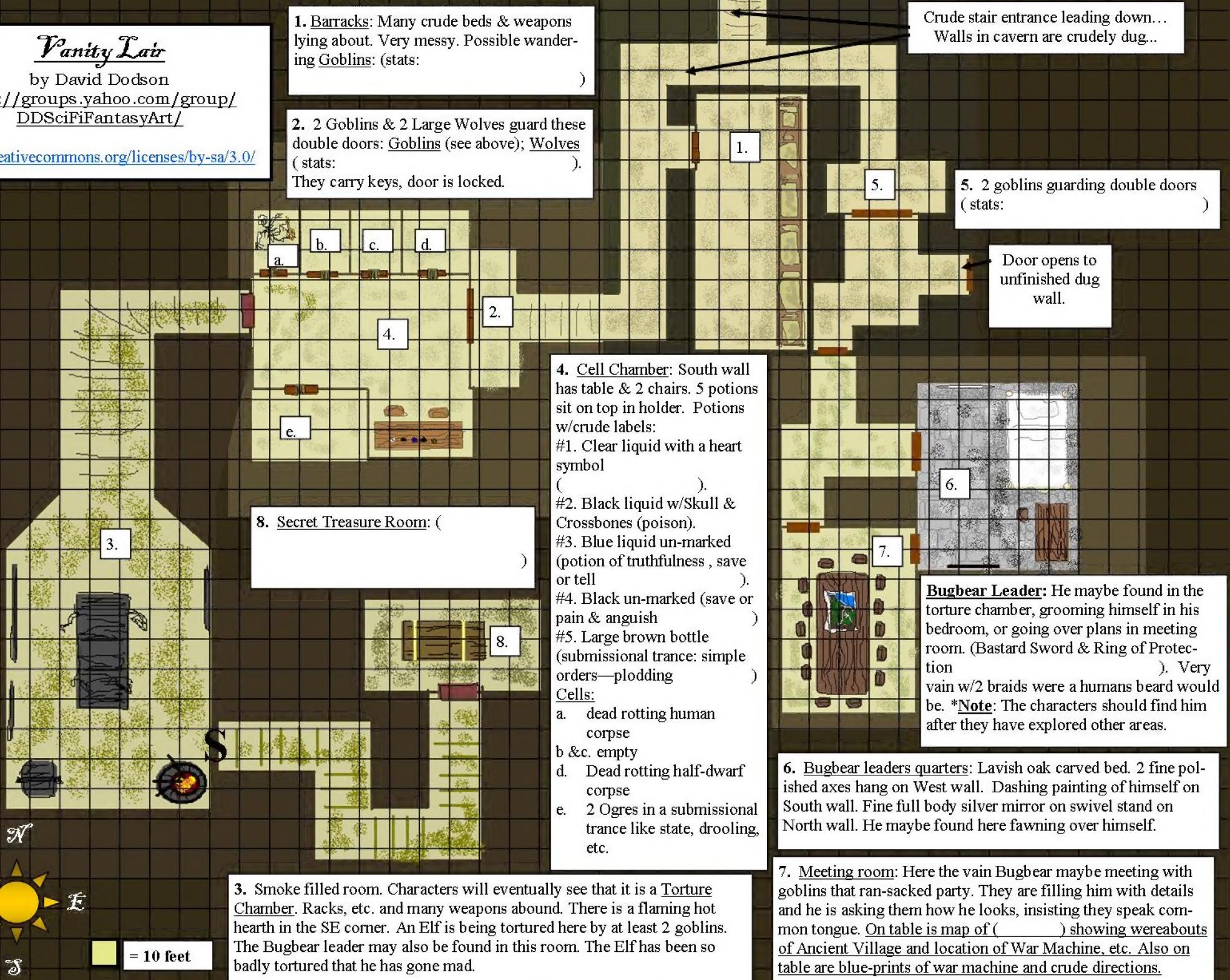
9. Crystal Pedestal – A dull glow shows the way to the sad, trapped, soul of the puppeteer seeking release.

Vanity Lair

by David Dodson

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THE SORCERER SULIEMAN'S SHIFTING SANCTUARY

an adventure location by Fr. Dave of Blood of Prokopius

BACKGROUND: Some time in the past, the Sorcerer Sulieman tried to create a pocket universe where he could do his vile experiments in peace. He failed. Rather, his Sanctuary randomly hopped from various locations in various planes. Whether Sulieman abandoned his creation or he was killed by a denizen of another plane, no one knows.

WANDERING MONSTERS: Every 6 turns, roll a d6. On a '1' roll on the Wandering Monster Table. On a '2' roll on the Loction Shift Table

WANDERING MONSTER TABLE (ROLL 2D6):

- 2 Golem (1=Amber, 2=Bone, 3=Bronze)
- 3 Aliens seeking creatures to lay their eggs in (1-6)
- 4 Salamander (1=1d4 Fire, 2=1d3 Frost)
- 5 Gelatinous Cube (with random treasure)
- 6 Insect Swarm
- 7 Fish People (3d4 mounted on giant eels somehow "swimming" through the air)
- 8 Dimensional Spider (1d4)
- 9 Elemental (1=fire, 2=water, 3=air, 4=earth)
- 10 Shadow (1d6)
- 11 Metal Eater (1d4)
- 12 Demon

LOCATION SHIFT TABLE (1D6)

- 1 Original Location
- 2 Opposite Side of the Party's Known World
- 3 Opposite Side of World (i.e. Orient)
- 4 Deep Underground
- 5 Another Prime Material Plane
- 6 Astral/Ethereal Plane

KEY

1 *Entrance/Guard Room.* Shattered remains of a Stone Golem. The letter 'T' is carved into the wall next to the entrance door. If the word "tetrakis hexahedron" is said while in this room, the Sanctuary will shift back to its original location.

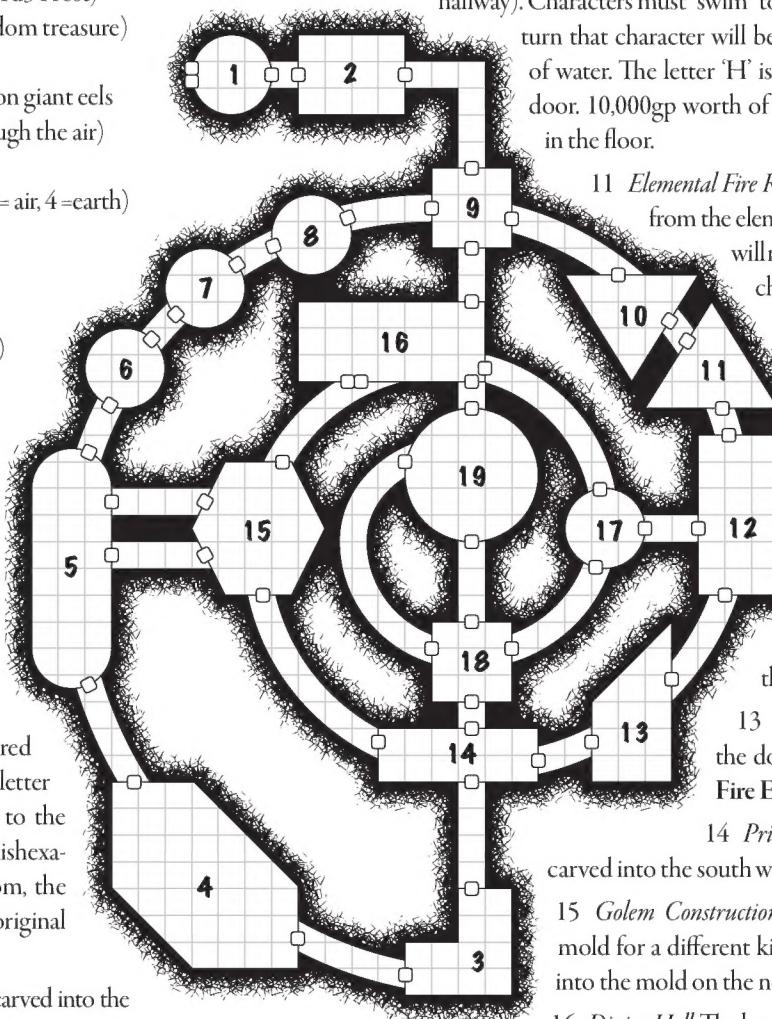
2 *Receiving Room.* The letter 'E' is carved into the floor beneath a rug.

3 *Bedroom.* A Mimic (looking like a large chest) lies in wait at the foot of the bed. The letter 'T' is carved into the floor beneath the Mimic.

4 *Spa.* This room is filled with steam and visibility is ≤ 5 ft. If the word "tetrakis hexahedron" is said within 5 rounds upon entering the room, 6 **Living Statues** will provide service to all in the room. Otherwise, they attack. The letter 'S' is carved into the southwest wall.

5 *Specimen Room.* Shelves full of animal and body parts in various forms for experimentation. Some shelves have been ransacked. The letter 'H' is carved into the floor.

6 *Containment Room.* Large cylindrical tank made of glass and metal — broken. Floor is sticky. The letter 'E' is carved into the ceiling.



7 *Containment Room.* Large cylindrical tank made of glass and metal filled with liquid — actually an angry **Water Elemental**. The letter 'X' is carved into the ceiling.

8 *Containment Room.* Large cylindrical tank made of glass and metal — broken. Floor is covered in brittle red flakes. The letter 'A' is carved into the ceiling.

9 *Guard Room.* Remains of an Iron Golem. The letter 'T' is carved into the ceiling.

10 *Elemental Water Room.* Filled with a pocket of the stuff from the elemental plane of water (it is contained and will not empty out into the hallway). Characters must "swim" to explore. Cumulative 1% chance per turn that character will be transported to the elemental plane of water. The letter 'H' is carved into the wall near the south door. 10,000gp worth of jewelry is in a compartment hidden in the floor.

11 *Elemental Fire Room.* Filled with a pocket of the stuff from the elemental plane of fire (it is contained and will not empty out into the hallway). Unless characters are magically protected, they will take fire damage upon entering room. Cumulative 1% chance per turn that character will be transported to the elemental plane of fire. The letter 'E' is carved into the wall near the north door. 100,000gp is in a compartment hidden in the floor.

12 *Laboratory.* 1d6 random potions. The letter 'D' is carved into the wall near the west door.

13 *Kitchen.* The letter 'R' is carved inside the door of the stove (driven by a trapped **Fire Elemental**).

14 *Private Dining Room.* The letter 'K' is carved into the south wall.

15 *Golem Construction Room.* Carved into each wall is a mold for a different kind of golem. The letter 'O' is carved into the mold on the north east wall.

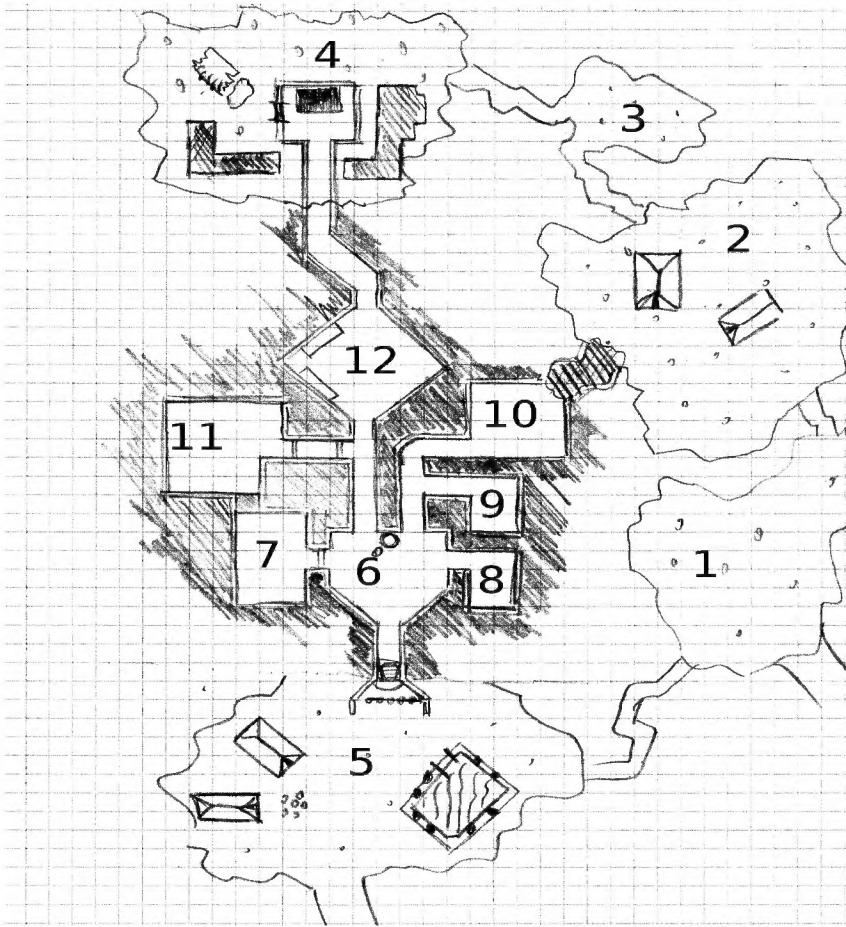
16 *Dining Hall.* The letter 'R' is carved into the underside of the stone dining table (which is fixed to the floor).

17 *Observation Room.* Crystal Ball fixed to a stone pedestal, in which is carved the letter 'N'. There is also a covered mirror, through which a **Medusa** will gaze if uncovered. The mirror loses this ability if removed.

18 *Guard Room.* Floor covered in clay dust. The letter 'A' is carved into the floor (covered by the dust).

19 *Summoning Room.* If the word 'tetrakis hexahedron' is said backwards, a secret compartment in the floor will open. Inside is a Staff of the Magi, which powers the shifting abilities of the Sanctuary. If removed, the spell is broken and the Sanctuary comes to a permanent rest wherever it currently is (see Location Shift Table).

Swamp Chaos – a One Page Dungeon by Dennis Filipiak



Background:

For short time the inhabitants of the village Stonebridge are blackmailed by goblins from the near situated swamp for cattle and food. The goblins under her headman Ru'kuush have kidnapped a few villagers some days ago and arrested them in the swamps.

The wandering goblin tribe settled in an old shelter from long gone wartimes and began to terrorise Stonebridge. When they imprisoned Lethos and his deciples, the despaired priest turned to the dark forces for help, after the gods turned a blind eye on his vocations. He sacrificed his anyhow near-dead and weakened comrades and let their corpses rise under his very will. With them and some killed and also risen goblin corpses, Lethos attacked the goblins and Ru'kuush, who had to leave the shelter to stay alive.

For Ru'kuush, that is an unacceptable affront. The shelter is now under siege by the goblins. Inside, Lethos fades deeper and deeper into madness with every more minute between the risen corpses.

The shelter:

Long ago, the shelter was built as a last rescue in times of war. Today, the old site in a big rock in the swamps is only known to few. The original entry is found in area 5, also there is a secret passage (4), leading to an old and ruined shrine of the gods of light. A crack in the rock and a bit of goblin work have made a new entry in area 2.

1. Swamp. By night (20%) and day (10%) there might be some goblins on patrol. In case of an attack, there is a 15% chance for the goblins in (2) and (5) to notice it and come for aid.
2. On an opening in the swamps stand two crude tents made of animal skin. In or in front of each tent are 1d4 goblins, guarding the entry to the shelter.
3. Here is a dryad's soultree. In general, the dryad is not interested in other creatures. But, if noticed at all, she could be convinced to help the PC against the "evil" and "dead" things. In that case, she hands a healing potion over to the PC, which was lost some time ago by an adventurer, who found his fate in the swamps.
4. A good god's age old and rotten shrine. Here are 1d4 goblins, guarding the entryway.
5. The shelter's main entry. A gatter for the goblin's riding wolves, two tents. Ru'kuush and his personal guard are here to be found. It might be, that Ru'kuush makes an unstable pact with the pc, if they want to storm the shelter.
6. The shelter's entryroom. A headless statue of a god. 3d4 skeletons, attacking at sight.
7. A sleeping room. Full of dirt, trash and skins. The tribe's possesions can be found here, too. The goblins had to leave them behind as they left the shelter.
8. An empty room, 1d4 skeletons.
9. A sleeping room. Some corpses of men and goblins, among them 1d6 silvercoins. There is a 15% chance for a corpse to rise as a zombie.
10. A sleeping room. Zombies guard the hole in the destroyed wall leading to the swamps.
11. Two wooden doors, installed by the goblins make this room a prison. Corpses according to (9). Lethos was imprisoned here, before he could free himself.
12. The old chapel. Lethos can be found here with 1d10 skeletons and 2d4 zombies. Religious reliefs are destroyed or full of blood. At the northern wall, an altar hid the secret passageway out of the shelter, but there are only some rotten woods left of it. Lethos is very interested in a deal, if the PC help him to get out of the shelter. The undead bow to Lethos will, but he is not sure about the reasons. He is totally scared by them, but sees them as his only chance to get out or at least to hold the goblins back. The days surrounded by the dead drove him into madness. The PC might find him in a "good moment", able to speak more or less sane, but that can change with every minute. If Lethos rejects the dark powers, the undead attack him and all living beings immediately without mercy. Furthermore, Lethos is scared by Ru'kuush and his wrath and in fact should be, for the goblin chief wants nothing more than the priest's head on a pike.

The Battle for Cathedral Grove

At the base of Mount Arrowsmith underneath the canopy of the otherworldly forests in Cathedral Grove a battle for territory between mythical beasts is taking shape and it must be stopped before it spills over into the unaware modern world...

The werewolf population on Northern Vancouver Island has seen a recent rapid growth and a renegade pack has started encroaching into the lands of a clan of centaurs that live in MacMillan Provincial Park and protect the ancient stand of Douglas-fir in Cathedral Grove.

The 'Coastal Rangers' are one of the many teams employed by a premier Monster Hunting organization and the leading Canadian detachment. The 'Coastal Rangers' official cover story is that they are a privately owned and operated Incident Response/Search and Rescue (SAR) Team. The PCs are the 'Rangers' newest recruits and they have been tasked with taking care of the renegade pack. This is their first mission - make sure they don't forget the silver bullets...



1) The renegade werewolf pack is made up of 2 werewolves, 5 fledgling werewolves, and 3 wolfweres. They are waiting for the next full moon to take advantage of the fledgling werewolves transformation before they make their main attack. The pack is camping out on a hill overlooking the highway near a small lake and the wolfweres are being sent out as scouts every night prior to the full moon.

2) The centaur clan is made up of mostly peaceful noncombatants but they do have a troop of warriors (5 to 10, dependent on the number of PC's playing) that will be armed with medieval weapons (swords, bows and axes) and 1 or 2 other centaurs with arcane and/or divine abilities that will assist the Team. The clans main settlement is located a short distance from Highway but is normally hidden during the day by magical means.

3) This is the main parking area for MacMillan Provincial Park with lots on both sides of the Pacific Rim Highway and will be the Teams easiest access point to Cathedral Grove. During the day the Highway is well traveled and the park trails are busy with tourists. The park trails do not go near the centaurs settlement.

Some notes:

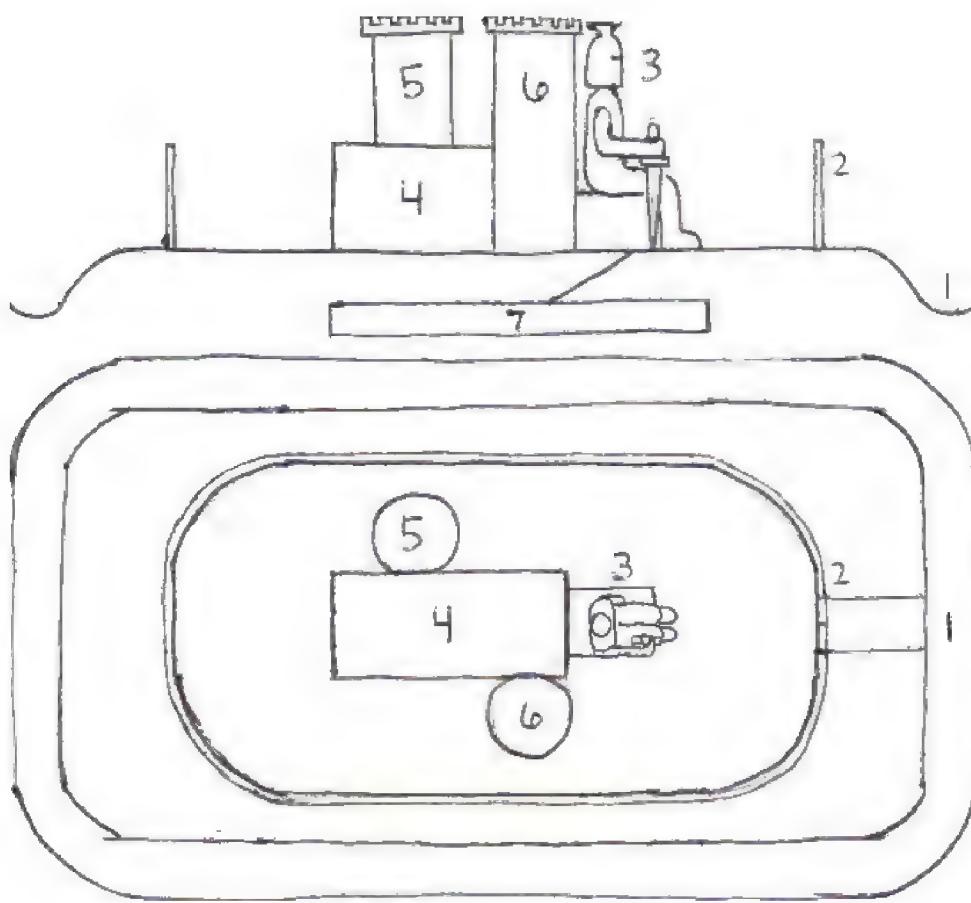
- The centaur clan sent out the call for help via 'official' channels
- Werewolves can change shape voluntarily and retain their human intelligence.
- Fledgling werewolves transform involuntarily on nights when the moon is full becoming pure beasts and retain no human intelligence.
- Wolfweres are born from the union of a Werewolf and a wolf. They have a slightly higher level of intelligence and the ability to shapeshift from wolf to a hybrid form.

The Battle for Cathedral Grove | A one Page Dungeon | by Donald Peterson | donald.wayne.peterson@gmail.com

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Castle of Otranto – based on *The Castle of Otranto* by Horace Walpole

Adapted by Doyle Wayne Ramos-Tavener, Map by Sandra Tavener



Random Weirdness Table (1d12)

- 1 – Damp fog pours into area, reducing visibility.
- 2 – Lights mysteriously go out: torches blow out, lanterns fail, fireplaces shut, etc.
- 3 – Person depicted in random nearby painting begins speaking to party; may have useful information.
- 4 – Weapon on wall or held by an empty suit of armor falls on character and possibly injures them.
- 5 – Ghost appears and re-enacts some event from its past life.
- 6 – Secret door may be found nearby – leads to another area of the castle.
- 7 – Sounds heard nearby. (1d6)
 - 1-chains
 - 2-moans or screams
 - 3-creaking doors or settling walls
 - 4-voices whispering
 - 5-Slamming doors
 - 6-shouts or sounds of combat
- 8 – Part of structure falls away (wall or floor), revealing an awful thing (body, corruption, etc.).
- 9 – 1D6 dancing skeletons are encountered. If interrupted, they attack with scythes. If observed, the watcher must save or join their dance as if charmed.
- 10 – An inhabitant of the Castle goes mad.
- 11 – A huge piece of the statue falls on a NPC (1-3) or a PC (4-6).
- 12 – Images in mirrors do not match area being reflected.

Characters

1. Lord Manfred – This evil lord seeks to marry the betrothed (Isabella) of his dead son, Conrad.
2. Hippolita – Wife of Manfred, she blinds herself to her husband's evil.
3. Conrad – Ghost – Son of Manfred, this cowardly and sick boy is now a tormented ghost.
4. Isabella – Daughter of Frederic, she is secretly in love with Theodore, and resists the lusts of Manfred.
5. Theodore – Secretly the son of Jerome the Priest, he is in love with Isabella.
6. Jerome the Priest – Priest of a local monastery, he is secretly the father of Theodore.
7. Frederic the Unjust – Lord of a distant keep, he is willing to sacrifice his daughter to satisfy his lust for Matilda.
8. Matilda – Daughter of Manfred, and secretly in love with Conrad, she is promised to Frederic by her father.
9. Servants (20) – Peasants who serve Manfred unwillingly, they see Theodore as their true leader.
10. Men-at-Arms (20) – Peasants who follow Manfred with zeal.

Location Key

1. **Moat:** This 20' wide moat is filled with slime, and inhabited dangerous giant slugs.
2. **Wall:** This 40' high wall is manned by five of Manfred's loyal men-at-arms at all times.
3. **Statue of Otranto:** This imposing 60' high statue of a seated, helmeted warrior bearing a sword is currently being repaired, as the helmet fell off before a recent wedding celebration and crushed Conrad to death. The building that the statue 'sits' on is the entry hall for the main keep, guarded by five of Manfred's loyal men-at-arms. The statue is hollow; it is accessed through various secret doors in the keep and dungeons. Somewhere within it are the documents, seal and signet rings that prove that Theodore is the rightful lord.
4. **Main Keep:** This keep is 40' high, by 60' long, by 30' wide. It has two levels, with rooms a uniform 12' high. It is riddled with secret passages, and decorated with expensive furnishings, mirrors and portraits, suits of armor and weapons.
5. **North Tower:** The personal quarters of Lord Manfred, who is constantly guarded by five of Manfred's loyal men-at-arms. There are four levels, each 12' high and 30' in diameter. On the bottom level are the men-at-arms' quarters, where the fifteen off-duty men-at-arms stay. The other three are used as an office, bedroom, and trapped treasure store respectively. Manfred's treasure includes 8,000 gp worth of assorted coins and gems, and an enchanted shield.
6. **South Tower:** This tower houses the women's quarters, where weaving, cooking and other domestic chores are performed. There are four levels, each 12' high and 30' in diameter. The first level contains the kitchens, while the second and third levels are work/sleeping areas. The top floor houses the boudoir of Hippolita, Matilda, and currently, Isabella.
7. **Dungeons of Otranto:** A series of dismal cells, threaded by labyrinthine passages, where those who have displeased Lord Manfred are given 'hospitality'. The young Torturer, Sevras, may be persuaded to give mercy if swayed by evidence of usurpation by Manfred, or rank injustice by the same. Otherwise, he sadly does his duty in the 'reception' chamber.



1. Powerful odor of burning flesh. Coins and a leather purse lay scattered about an otherwise empty cavern entrance. Treasure: 700 SP, 20 GP.
2. Powerful odor of burning flesh. Signs of scuffle including blood
3. Powerful odor of burning flesh. Two dead Orcs are scattered on the cave floor. One is badly burnt and still smoldering. The other has no marks on body. Both Orcs have short swords and leather armor and 35 SP between the two of them.
4. Powerful odor of burning flesh. A bearded human in black robes lies in a pool of warm blood. He has a recent slashing wound to his neck and body. Concealed in his robes are a silver dagger, spell book, and green potion (Gaseous Form). Shifting light and scuttling noises emanates from cavern room 5.
5. Powerful odor of rotting meat. 8 Fire Beetles in crude floor to ceiling fence system tied with leather thongs.
6. Empty. Players may hear rustling sounds from cavern 7.

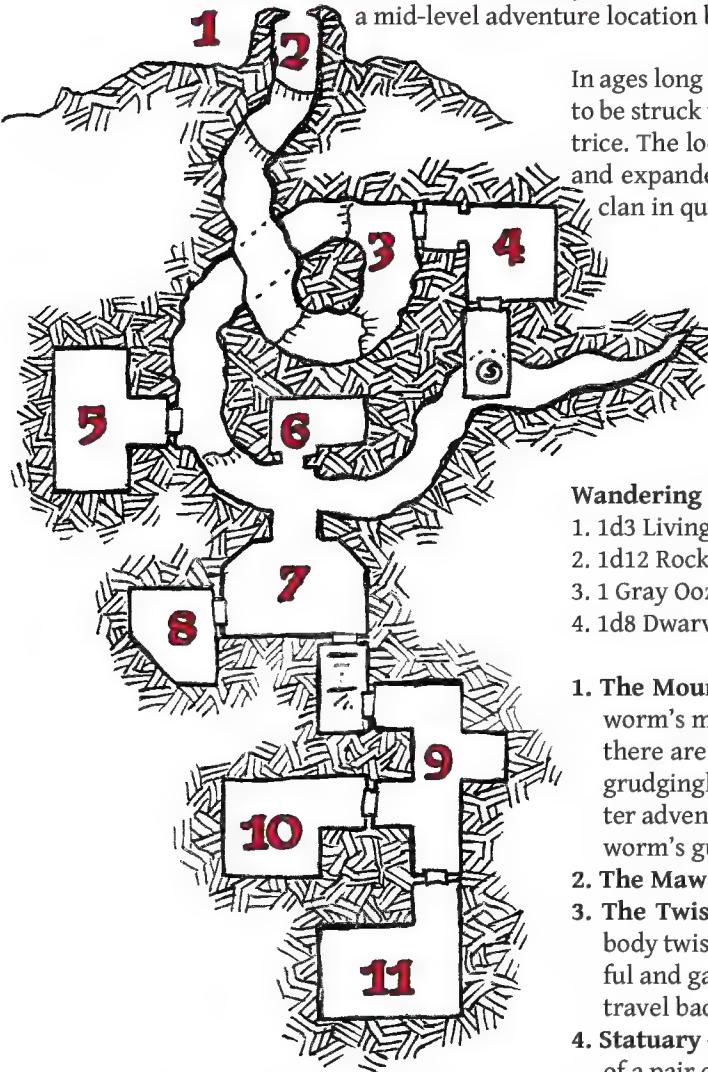
7. 4 Stirges in crude floor to ceiling fence system tied with leather thongs.
8. Frightened Kobold war party of 9. They want to leave the cavern. Some argue they should "head back to help their trapped brother". Treasure: 300 SP, 30 GP.
9. Floor declines, dripping water from the ceiling has created several large stalactites. Pools of cold fresh water are scattered on the floor. 4 Giant Centipedes scuttle in the dark corners.
10. A rock rolls out from a hidden location, and the characters must save versus petrify or suffer 2d6 damage.
11. Camouflaged pit trap 10' deep.
12. Orc war party of 6 moving noisily deeper into cavern.
13. Large, mostly dry cavern. Smoldering campfire surrounded by small dirty bedrolls. Poison dart on entrance (1d4 hp) save vs. poison or die.
14. 3 Human zombies shamble about a large cavern with several inches of standing murky water. Three half-eaten Orcs, two decayed human corpses, and 4 freshly eaten Kobolds litter the floor. Treasure: 700 SP, 4 Gems (on well-dressed female) amongst the Orcs and Kobolds.
15. Orc families (2 children, 1 adolescent female, 2 middle-aged wives, 1 old grandmother). They are frightened because of a recent zombie attack in which they say their matron leader was killed. Treasure: 700 SP, 4 Jewelry (silver and gold necklaces and earrings).
16. Disorganized and frantic Kobold war party of 10 huddling in small group. If party makes successful *listen* check, they hear the Kobolds arguing to leave the caverns. 800 SP.
17. Powerful odor of rotting meat. 8 Fire Beetles are feeding on several carcasses of various humanoids. 500 SP, 20 GP can be found in and around the various rags that were once clothes amongst the corpses.
18. A single, battered chest sits in a far corner armed with a poison needle trap, save versus poison or die. It is empty.



INTO THE WORM'S GULLET

1
2

a mid-level adventure location by Dyson Logos of A Character For Every Game



In ages long past, a great worm erupted from the mountain face in a dire frenzy, only to be struck to stone almost immediately by its poor choice of meals - a young cockatrice. The local dwarves celebrated the demise of both the cockatrice and the worm and expanded the intestines of the worm into a homestead for the small dwarven clan in question.

But even that was ages ago and the worm fortress has been forgotten far from any useful veins of ore or trade caravans. Now adventurers are drawn here in search of the Heart of Dur, a magical ruby that is said to have been swallowed by a great wyrm. Only recently has a sage determined that this may actually be a reference to it being protected within the gullet of the Petrified worm.

Wandering Monsters (1 in 6, check every 2 turns, d4 for type)

1. 1d3 Living Statues, Rock (can occur twice, ignore if rolled again)
2. 1d12 Rock Baboons
3. 1 Gray Ooze escaped from room 5 (can only occur once, ignore if rolled again)
4. 1d8 Dwarven Acolyte Shadows (can occur twice, ignore if rolled again)

1. The Mountain Face - a score of **rock baboons** have set up their nest around the worm's mouth on the cliff face and the ground leading up to the mouth, although there are many more living in the area. They fight to protect their territory and grudgingly allow the apes in area 2 access in and out. They will continue to pester adventurers throughout their explorations, with scouting groups entering the worm's gullet after them (via the wandering monsters).

2. The Maw - 5 **white apes** live here and venture forth at night for food.

3. The Twist - a smooth wall with a door has been carved here where the worm's body twists downward into the mountain face. Mosaics on this landing are colourful and garish and magically confuse viewers, making those who fail their save to travel back towards the entrance instead of deeper into the worm.

4. Statuary - 2 **rock living statues** stand guard over the mangled and burned bodies of a pair of white apes. They will not attack the umber dwarf nor his acolytes. The door is not locked currently, but can be locked simply by opening and closing it again. Paintings on the walls indicate that this was once a bedroom for young dwarves.

5. Fungus - this moist room has been completely given over to fungal growth. **4 shriekers** and a gray ooze are here along with the other harmless mushrooms and slime molds. Buried in the slime is a small coffer containing 4,000 ep protected by a poison needle trap.

6. Chamber of the Acolytes - once a small dwarven forge complete with hammer and anvil, now home to **4 dwarven acolyte shadows** of the umber dwarf. If the anvil is struck by a hammer, it rings out a pure note and grants the hammer an additional +1 bonus to hit and damage beyond any bonuses the hammer may currently have. This effect lasts for 1 hour.

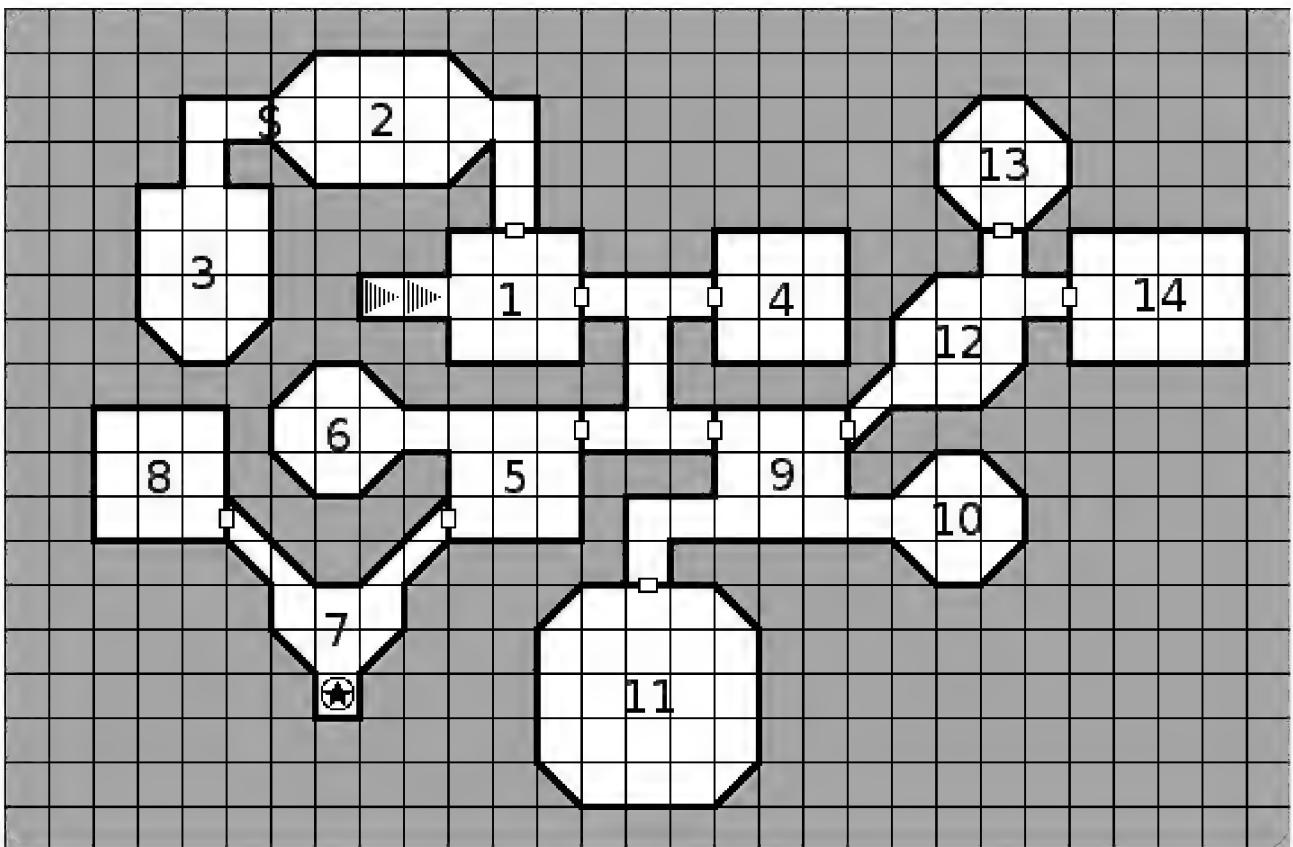
7. The Umber Hall - **The Umber Dwarf** (an insane dwarf now made mostly of stone) resides here along with four captive **white apes**. Treat the umber dwarf as a rock living statue with a faster movement rate and more intelligence. If he can, he'll try to escape deeper into the bowels of the worm and then use the secret door into area 4 (locking it behind him) in order to escape. Regardless, he won't help the adventurers to recover the heart in area X. The stone door to the stairs to areas 9 - 11 is locked and jammed. Treat the unlocking mechanism as a secret door for detection purposes.

8. Retreat - once a chapel to a dwarven god, this room is used by the umber dwarf in prayer and contemplation. Among the implements of worship is a **scroll of bless, resist fire, cure disease and cure serious wounds**. Anyone defiling this space (and any elves or orcs entering it) must make a saving throw or be **cursed** - reducing their prime requisite by half until the curse is removed.

9. Alcoves - each of the four alcoves in this hall (three of which contain doors) contains a glowing orange mist. Living things entering this mist must make a saving throw. A successful save increases Constitution by 2 for an hour, while a failed save reduces it by 2 for the same duration.

10. Statuary Redux - 3 **rock living statues** (in the form of dwarves) are arranged in a triangle in this room, around a large glowing ruby. The massive 1,000 gp ruby is incredibly hot via some unknown magic, dealing 1d6+1 damage per round to anyone touching it, although that is its only power.

11. The Heart of the Worm - a single pedestal in the middle of the room holds the Heart of Dur. The pedestal is actually an **earth elemental** bound to protect the ruby who will fight to the death to keep it here in the deepest part of the worm's gullet.



Hall of the Kobold King

By Emil Larsson

1. Two kobolds stand guard in an otherwise empty room.
2. An old tomb, with four broken and empty stone sarcophagi.
3. Hidden treasure room. Featuring a fair amount of gold and silver.
4. Bedroom. Four kobolds are currently sleeping on filthy rugs.
5. Four kobolds are guarding the passage to the Kobold Kings chamber (8).
6. Two wardogs are kept here and will attack any non-kobold entering into 5.
7. Passageway with a statue of a kobold.
8. The Kobold Kings chamber. Here awaits the kobold king and two of his servants.
9. Three kobolds are guarding to make sure nothing comes from 11.
10. Two wardogs are kept here and will attack any non-kobold in 9.
11. The door to this room is locked and barred from the outside. It contains an owlbear that the kobolds managed to capture and lock in here. On the ground are the bones of many dead kobolds.
12. Four kobolds are playing cards around a small table in the middle of this room.
13. Small treasury. Features a small amount of copper and silver.
14. Bedroom. Another four kobolds are sleeping on filthy rugs in here.



The Shifting Crypt

by Eric Jones

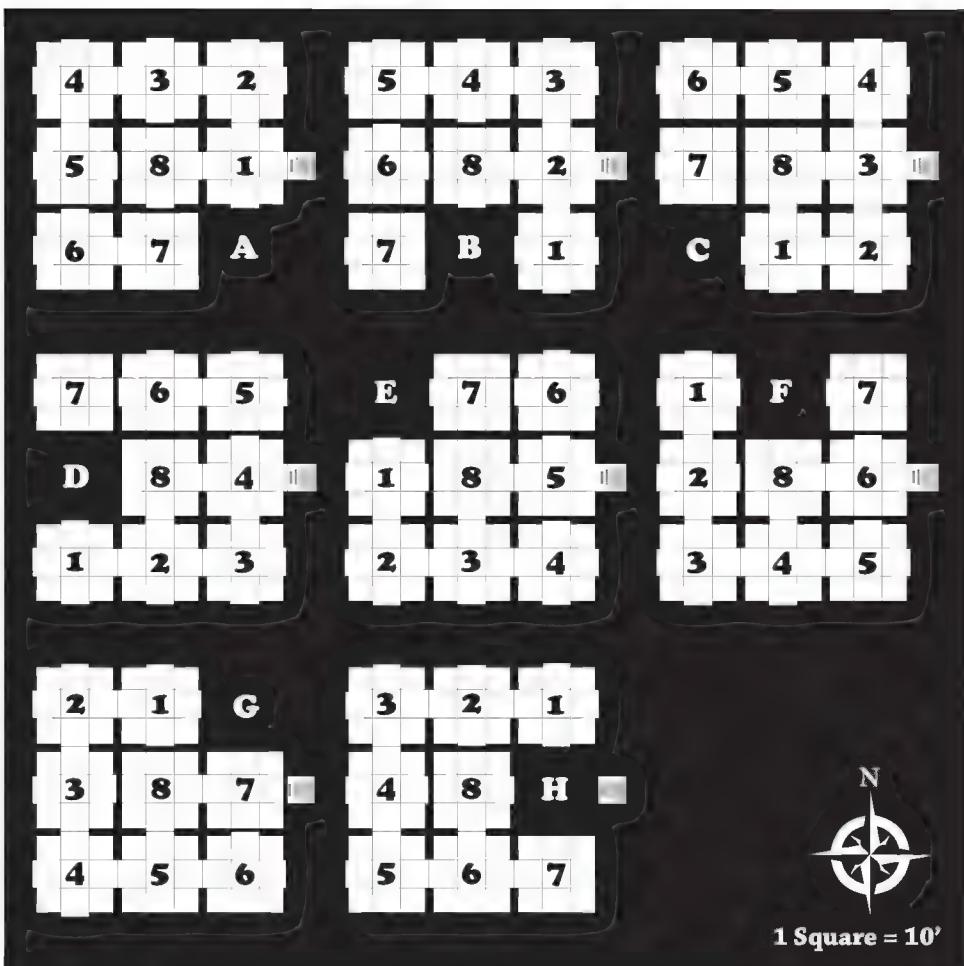


The Crypt: The adventurers have come to investigate rumors of a powerful artifact buried with the ancient wizard *Fitchernön the Cunning*. Prying open the door of his mausoleum they find a set of stone stairs that descend roughly 100' below ground. At the foot of the stairs the passage opens into a crypt with eight chambers, thick with dust and clinging cobwebs (arranged according to map A). Numerous alcoves are recessed into the walls; each one either frames a thick iron plate or opens to an adjacent chamber. In the center of each chamber stands a single stone sarcophagus, ornately carved with a heavy stone lid that requires the strength of several characters to open. Whenever one is lifted, iron doors slam down upon the open alcoves, closing all connections between rooms. There is then the sound of stone grinding on iron rails for roughly a minute, as the outer seven chambers of the crypt shift clockwise, to the next sequence shown on the map. When the shift is complete the iron doors lift where there is now a connection between rooms, but remain closed in the alcoves that now connect to nothing. Thus if the party is in room 1 of map A and they open the sarcophagus there they will remain in room 1 as the crypt arranges itself according to map B. If they then move to a connecting chamber (room 2 for instance) and open the sarcophagus there the dungeon will arrange itself according to map C, and so on. The iron doors are nearly impossible to lift, and the walls have been reinforced and warded against most magic. If one or more characters ends up in an arrangement of rooms with all open sarcophagi and no exits they are effectively trapped, doomed to starve to death, as the sinister architect of the crypt intended. If map H is reached, and one final sarcophagus is opened, the crypt returns to the configuration of map A; all the sarcophagi slam shut of their own accord and the dungeon resets.

Keeping track: A simple means for the referee to keep track of the party when the chambers shift is to mark their location(s) on the next map in the sequence. For instance, if the adventurers are in room 1 on map A and cause the rooms to shift, mark their location in room 1 on map B. Whenever a sarcophagus is opened cross out the corresponding room number on all of the remaining maps as the sarcophagus in that room can no longer trigger a shift until the whole dungeon resets.

Map Key:

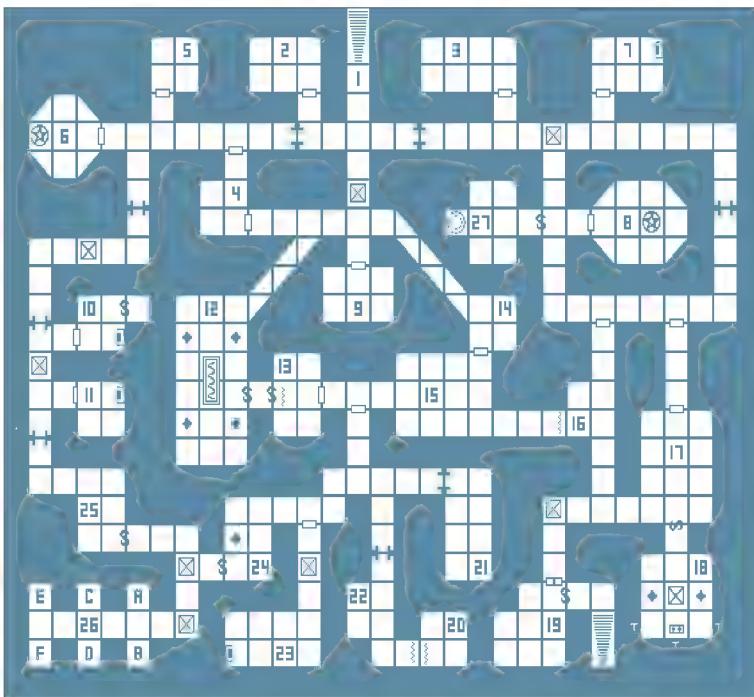
1. This is the first chamber at the foot of the stairs. The sarcophagus here is empty. Numerous footprints crisscross the dusty floor.
2. The floor here is littered with bones and other refuse. An undead thing lies in wait for foolhardy adventurers to open its sarcophagus. As with all the denizens of the crypt, the referee should select an undead monster that presents an adequate challenge for the party.
3. A few old, dry bones are scattered about the floor. As with room 2 an undead thing lies in wait in the sarcophagus. However, this creature will not wait for adventurers to open the lid but will spring out and attack immediately, triggering a shift of rooms.
4. The sarcophagus in this chamber contains a booby trapped skeleton. Even the slightest jostle causes a release of deadly poison gas.
5. This chamber and its sarcophagus hold nothing but cobwebs.
6. A handful of ambulatory undead stand in this chamber, ready to attack adventurers on sight. The sarcophagus here contains only rags.
7. This is the burial chamber of *Fitchernön the Cunning*. The air is stale as this is the least visited of the eight chambers. There are no footprints in the thick dust, no litter of bones. Prying open the sarcophagus one finds an undisturbed skeleton in faded robes, clutching a delicate egg decorated with tiny jewels and filigree. *Fitchernön's Egg* radiates powerful magic. When one holds it in their hand they are impervious to all forms of fire, even that of the lower planes.
8. This center chamber noticeably does not move when the others shift. The sarcophagus here is empty.



1 Square = 10'



The Bastion of the Boglings; or, The Forgotten Sanctuary of Solis



Hook: Children have been kidnapped from a local village! The tracks of bipedal frog-like beings lead to a ring of ruined standing stones. There a crumbling staircase descends into the dark...

Wherein: The party confronts a small tribe of frog-like boglings and finds all the children eaten but one. They may also learn that this complex once served as a religious site to the now-defunct faith of Solis, God of Light.

All pit traps are covered and do 1d6. 1 square = 10 feet.

Wandering Monsters:

(Random monsters are in addition to keyed monsters)

- 1 = d6 Skeletons
- 2 = d6 Boglings
- 3 = d6 Stirges
- 4 = d6 Giant Centipedes
- 5 = d6 Giant Rats
- 6 = Green Slime

Room Restock:

(Check between Expeditions)

- 1 = Monster
- 2 = Monster and Treasure
- 3-6 = Empty (1 in 6 hidden treasure)

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Meatshields: The Classic Fantasy Hirling and Henchman Generator

1.	Stirges (6) drop and attack. The boglings consider the bug-like stirges a delicacy and catch them with their tongues. Boglings can pass unhindered.
2.	Formerly a guardroom, this room is littered with rubbish.
3.	A rubbish pile in the middle of the room contains Giant Rats (5) .
4.	Boglings (6) consuming cooked children and rolling bones. One boy Kelgax, is bound and gagged in the corner of the room. A strong lad of 17, he will serve as a hireling if freed. *Note: The boglings know the pit locations and can leap over the 10 foot concealed pits without difficulty. They carry silver jewelry for a total of 2-20 sp each. All boglings attack at +1 when they leap into (or during) combat.
5.	The boglings started sculpting a statue of the snake-like Water Weird (#12) here to place on the dias in Room 6 when complete.
6.	A former statue of Solis, God of Light, now rests in a pile of rubble. The dias has obviously been cleaned and prepared for some purpose.
7.	With the exception of a small spit and fire-pit - and the remains of small humanoid children - this room is empty.
8.	On a large dias, a chipped and defaced statue of Solis stands with staff in left hand and gauntleted right hand upraised to the sky.
9.	This room has a trap set by the boglings. The back (south) floor of this room is littered coins (5pp, 15gp, 48sp). However, a trip-rope at the door triggers a deadfall of rock debris in a net from above. The first PC to enter has a small chance to see the rope, unless obviously looking for traps.
10.	The wooden door to this room has a hole in it. Stirges (5) created a nest in the secret room. They enter and exit through a crack in the secret door at the ceiling. If the party searches the room or opens the secret door the stirges attack. Their nest contains small shiny baubles as well as two scroll cases: 1 clerical with 2 <i>cure light wounds</i> spells, and 1 arcane with <i>magic missile</i> , <i>shield</i> , and <i>feather fall</i> .
11.	This room has the rotten remains of a bed, fire-pit, and small humanoid bones broken with the marrow sucked out.
12.	This room has 4 large pillars and a pool of stinking fetid water. Skulls of children and boglings, and many coins and coin bags (offerings), litter the floor (total of 60pp, 85gp, 105sp, and a Dagger +1). Here the party finds the adopted god of the boglings. Their god is a monstrous Water Weird . Bogling Zombies (3) rise slowly out of the water 2 rds into combat and attack. In the pool is a suit of <i>studded leather +1</i> , a <i>potion of heroism</i> .
13.	Murals, heavily worn and defaced, depict Solis calling on holy power to turn undead. * Close inspection reveals gauntleted right hand emitting light.
14.	A tripwire attached to a rusted heavy crossbow rests across the entrance from the NW. There is a chance that the rusted crossbow will not fire. Under a loose stone, only found on a successful search, is a small <i>Scarab of Protection</i> in a brown leather pouch.
15.	This room is empty, although if carefully searched will reveal tracks in the direction of Room 16
16.	A moldy, rotted, blood-stained curtain barely hangs from the ceiling. Old tracks lead to Room 19.
17.	An old, defaced mural depicting the faith of Solis adorns the walls. The secret door is represented in the mural as Death's Door, and Solis beckons his followers, lined in procession, towards the glorious doorway to the Afterlife.
18.	The trap in this room is a triple scything blade (from the west and east simultaneously, followed immediately by third from the south). This is activated by a pressure plate immediately in front of the altar. The object is the <i>Harness of Solis</i> , a clerical magic item given to his followers. The harness is a gauntlet that increases a cleric's turn undead ability (subject to DM). In addition, any undead turned by the wearer will also take 1d6 DMG from the holy power of the harness. The latter power is only available if the wearer is a cleric of Solis.
19.	Formerly a guardroom, this room is now used as a latrine (If the DM doesn't want a 2 nd level simply remove the stairs).
20.	Old moldy books lay strewn across the floor. Searching reveals the <i>Codex of Solis</i> , a book that outlines a new 1 st level cleric spell.
21.	There are Boglings (7) here resting and cleaning their weapons and non-combatant females (3) here. 2-20sp each in jewelry. Females have 3-30gp in gold jewelry. Blub-Gup , the Chief, is among the warriors. He is stronger and better skilled. He possesses a spear and a shield +1.
22.	Skeletons (6) rise from the floor and attack!
23.	This room is empty with the exception of a fire-pit. The bones of human children litter the floor. A small wooden toy can be found.
24.	Boglings (8) are searching this room. The boglings are engrossed, check surprise.
25.	The boglings believe this room to be a dead end and so there are very few tracks in this room and none on the southern end of the room.
26.	This crypt has remained undisturbed since the time of the Solis clerics. Each alcove contains the remains of an acolyte. All have decayed (formerly white) robes, beads, circlets 50gp×5, bracers 50pp×5, rusted armour, shields, and quarterstaffs. Alcove D contains the remains of a High Priest and includes a book <i>The Holy Word of Solis</i> that contains everything a player would need to reconstitute the faith (value: 2500gp); <i>Staff of Light +1</i> (Light as per spell 1 time per day). Underneath these remains are Giant Centipedes (5)
27.	Tracks lead to the center of the dias in this dusty room and then exit the way they came in. The dias is identical to the one found in room 8. The first player to stand on the dias in the pose of the statue in Room 8 will receive the grace of Solis. A cleric will have his/her wisdom increased by one. Any other character will have one randomly determined ability score increased by one. This happens only once.

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From the surface, this area looks nothing like nothing more than a small hilltop, raised slightly from the surrounding area. On the North side of this hill however, a small cave leads into a cave complex which holds a deep, dark secret – this site was once used to house witches and wizards who had gone mad with their magical powers and committed terrible crimes against humanity. The lower levels, incased entirely in Iron, prevent almost any attempt at escape. Some have come close, but failed to actually reach the light of day; now the prison and caverns are long abandoned by the wardens who formerly guarded over them. The condemned have gone long insane, often driven into undeath with their madness.

Upper Level Random Encounters 1d10 (G-1 through G-6)

*1 – None	*6 – (Med) Rival NPC Party
*2 – (Easy) 1d4 Kobold Squatters	*7 – (Med) Ex-Wardens
*3 – (Med) Band of Orcs	*8 – (Med) 1d6 Fireants
*4 – (Med) Sleeping Owlbear	*9 – (Hard) Owlbear Den
*5 – (Med) Giant Rat Infestation	*10 – (Hard) Young Dragon

Prison/Basement/Caverns Level Random Encounters 1d12

*1 – None	*7 – (Med) 1d4 Summoned Imps
*2 – (Easy) 1d4 Zombies	*8 – (Med) 1d4 Wraiths
*3 – (Easy) 1d6 Insane Mages	*9 – (Med) 1d6 Mad Ghosts
*4 – (Med) 1d8 Zombies	*10 – (Hard) 2d4 Summoned Demons
*5 – (Med) 1 Starving Vampire	*11 – (Hard) Ravenous Zombie Swarm
*6 – (Med) 1d3 Ghouls	*12 – (Very Hard) 1 Powerful Lich

Map Key – 1 Square = 5 Feet

Ground Level – Natural Caverns, stink of mold and secrets...

G-1: Cave Entrance Chamber – The Entrance to this cave comes from the Northeast. This section of the cave is more likely to have plant life in it than other sections due to its proximity to the fresh air. It stinks less.

G-2, G-4: Open Caves – Naturally formed caves with no discernable purpose. (20% chance of finding some random junk).

G-3, G-5: Guard Rest Chambers – Naturally formed caves which were used to house the Prison Guards. Some of their supplies may remain here. One room may contain instructions for raising the shaft.

G-6: Prison Entrance Chamber – This chamber has a vaulted ceiling. 20 foot deep pool near the chamber’s center. At the bottom of the pool, a Metal Door bars the entrance to the shaft into the prison and can be raised with the proper know-how. (30% chance of collapse after use).

Basement Level – Enter the Condemned

B-1: Shaft Exit – This perfectly square room opens above to a long iron shaft with a crank operated lift that exits into the center of the Pool in room G-6. The Shaft also has a poor quality ladder which can be climbed. The Shaft is about 50 feet in length.

B-2: Chamber of Inspection – The iron doors which lead from B-1 enter into the room where Guards would inspect prisoners and visitors to the Insanitarium.

B-3: Prison Entrance/Hall of Damnation – At the South end of the room, an Iron door in the floor leads to a steeply sloping path encased in Iron, leading into the prison at the Northeast Point on P-1. This chamber also features a massive Steel Desk on its east side. Chains are connected to the floor in front of the desk.

Prison Level – Encased in Iron, there is no escape

P-1: Containment Hall – This large, hexagonal chamber, leads off to five large prison cells of varying size. Each of these Holding Cells is guarded by a large iron door.

P-2,3,5,6,7: Holding Cells – Walls are covered in the carvings of mad wizards, stink of rotting flesh and gloom-stricken souls. Some walls are decayed leading into dug-out passages, attempts to dig to freedom.

P-4: Failed Dig Site – The River in this room leads to areas unknown. This chamber was a potential dig operation to escape the prison, but none of the passages were completed.

P-9: Ritual Site – The walls are writ with demonic glyphs, a last ditch effort to divine a way out of the tomb.

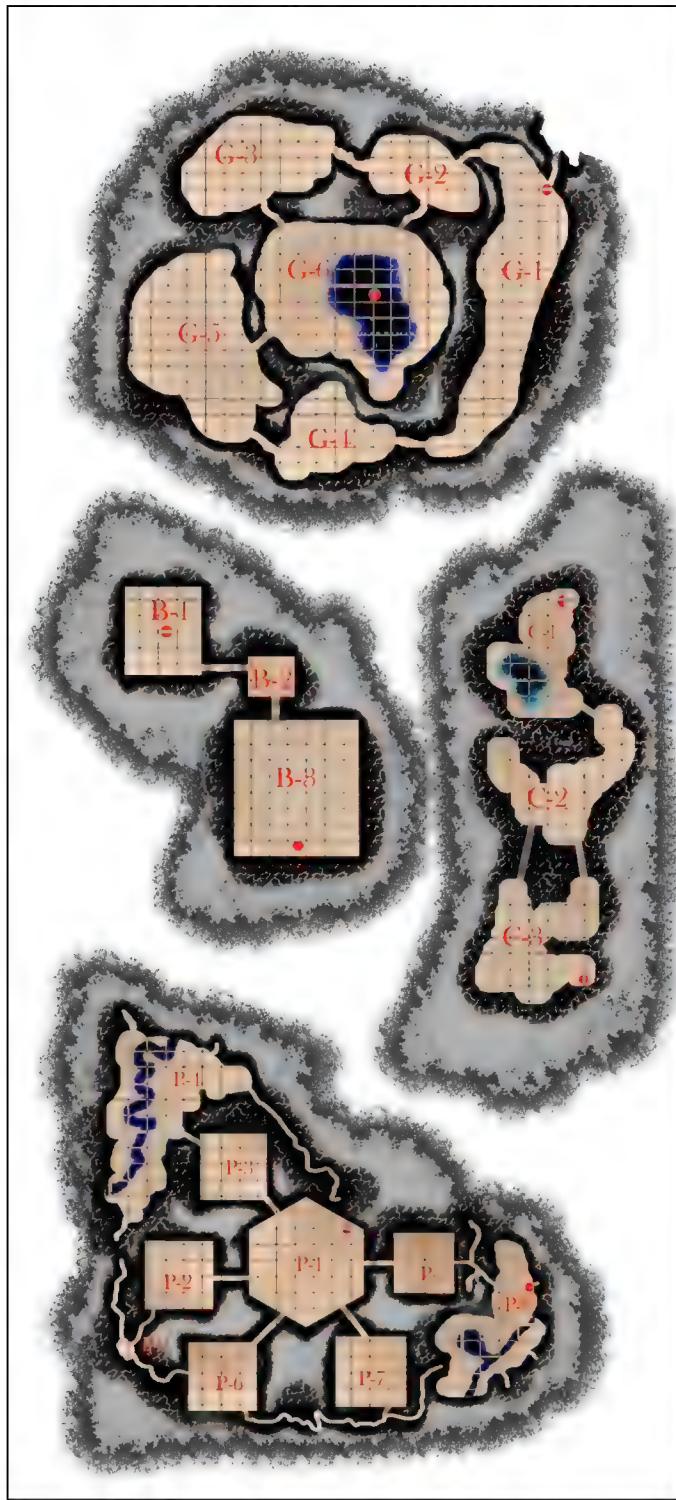
P-8: Successful Dig Site – This cavern is blocked off by secret doors, but features a diseased pool, an underground river to nowhere and a tunnel which connects to the caverns above, an area closer to the surface.

Caverns Level – The Closest Any Have Come to Freedom

C-3: Escapee Camp – This area is notable for the remains of a dig operation bound for safety, but is ruined with corpses of mad wizards.

C-2: The Staging Ground – Two tunnels lead into this cavern littered with stone make-shift digging tools.

C-1: Dig to Freedom – A long passage leads from here to the surface but dead-ends where inmates have been caught in a tunnel collapse. The pool of water in the room is tainted with disease.



H A L L W A Y S O F T H E H I M E



Watch the Pitfall!

What's in a Tomb,
must be dead, right?

Transporter
Check the Symbol

Machine Room
But what are they used for??

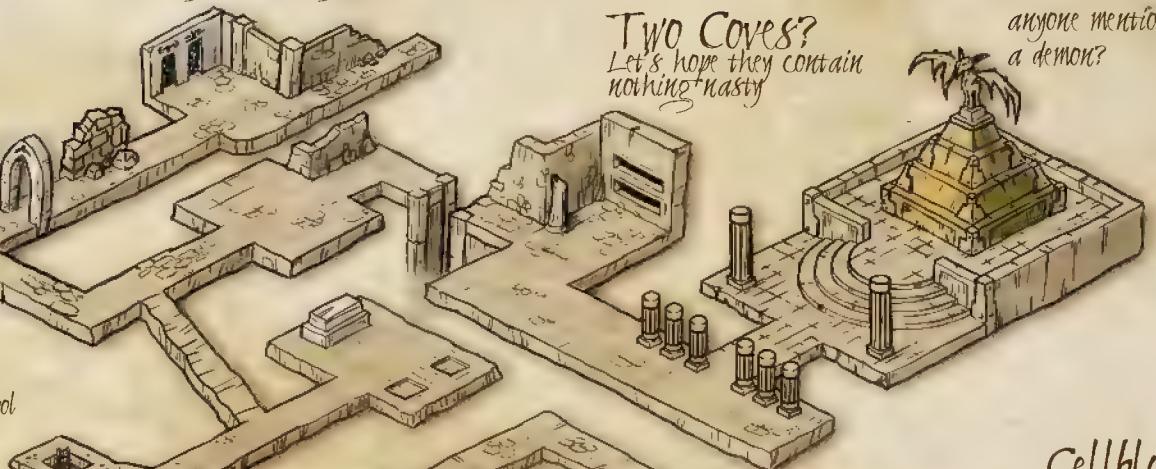
TREASURE CAVE
A deep moisty cave with a natural
stream flowing sloping through...
WHAT? WHO CARES! TREASURE!!

Transporter Room

Note that when travelling through other dimensions, you forfeit any guarantee on any Bag of Holding you carry

Two Coves?
Let's hope they contain
nothing nasty

Temple of Thime
A golden pyramid with a
golden statue of Thime
himself on top. Now why didn't
anyone mention that guy was
a demon?



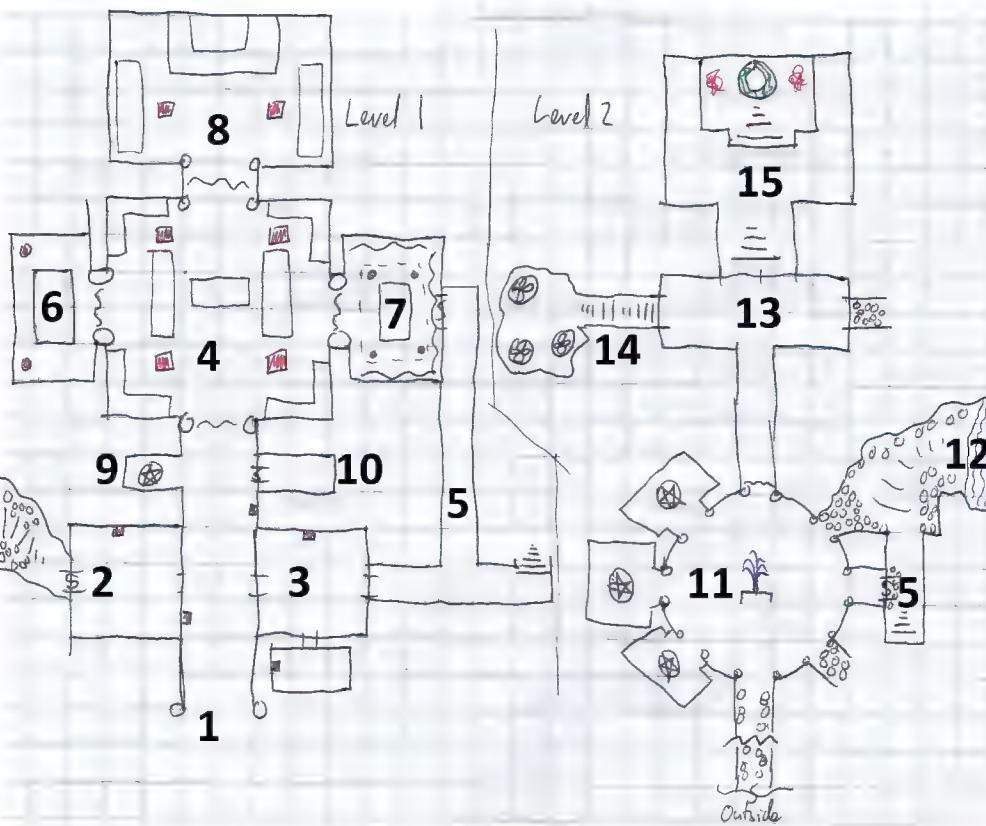
Abandoned
Mine -
What mine? A gold mine?
please let it be a goldmine

LOST CITY
Why would anyone want live
so deep down below the Earth anyways?

Water Basin



The Hall of the Goblin Lord—an adventure for low/medium-level characters



The Bait

The PCs are hired by a lord/merchant/pig-farmer to rescue his daughter, who has been kidnapped by a tribe of goblins. The goblins are hiding out in a ruined temple built into a lone hill.

The Switch

What neither the PCs or the goblins know is that some of the original cultists have returned, and are attempting to summon an avatar of the God of Vengeance into this world.

Wandering Monsters

Level 1—1 in 4 chance every 10 minutes

1. 2 goblins, with short-swords
2. 1d6 spider rats
3. 1d8 meat slugs
4. 1 minor Aberration

Level 2—1 in 8 chance every 10 minutes

1. 3 cultists, with minor spells
2. 2d6 spider rats
3. 1d4 minor Aberrations
4. 1d6 swamp crawlers

Treasures

The Obsidian God-Mace in Room 7 gives any character a 100% chance to hit a deity. The Scrolls of Banishment in Room 12 will banish the God, if they are used before the ceremony is complete. The Void Pendant worn by the Goblin Lord in Room 8 will act as a temporary prison for the God until they can find another means of dealing with it.

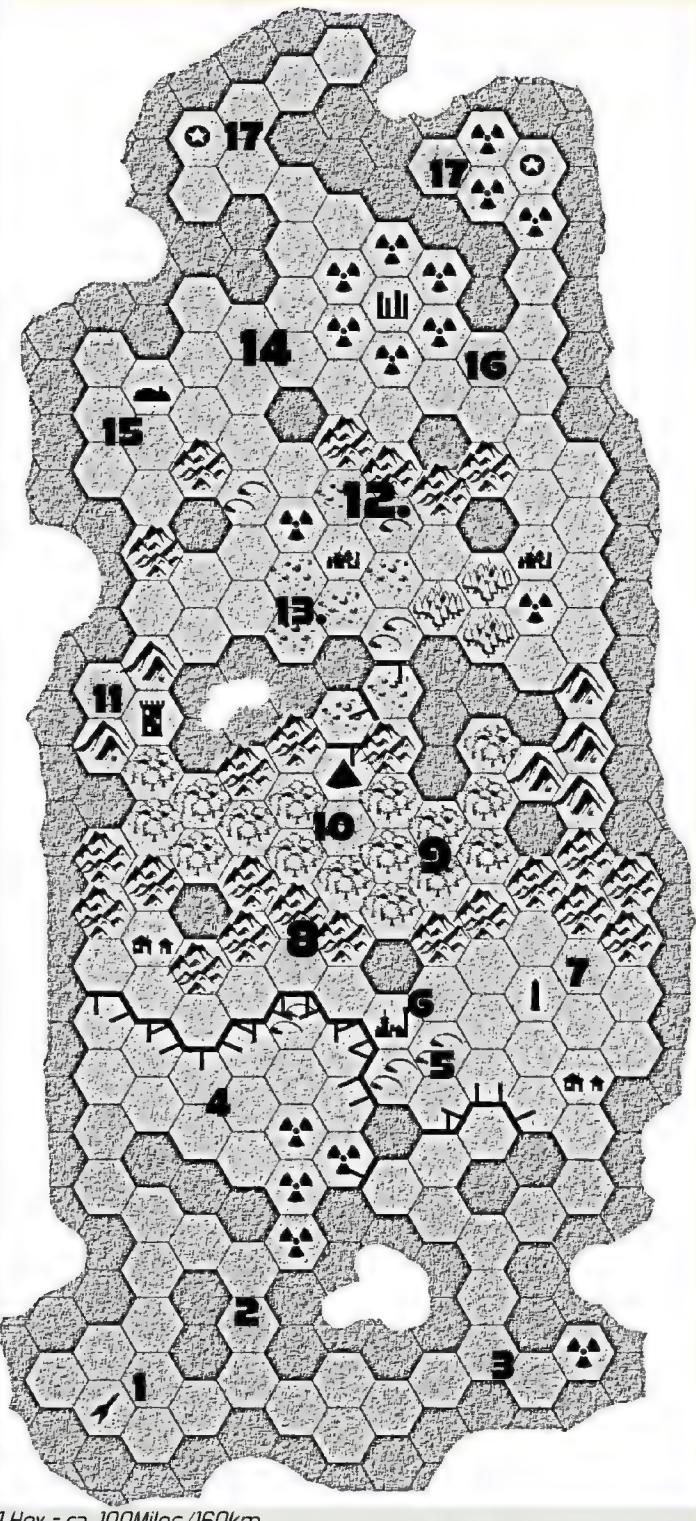
Room Key

1. **The Main Entrance:** Two torches light this hallway. There will be two goblins on guard outside, with a 50% chance of being asleep or distracted. Level with both doors is a hidden tripwire which will alert the goblins in Room 3.
2. **Barracks:** There is cramped bedding for 10 goblins here. 4 goblins will be sleeping. These goblins will each have a short-sword and 1d6 gold pieces each. The secret door opposite the entrance leads into a narrow fissure which comes out near the top of the hill.
3. **Barracks:** There is cramped bedding for 8 goblins here. 3 goblins will be relaxing here, gambling or fighting. One—the lieutenant—has a mace and the key to the small prison off this room. The others have short-swords and 1d6 gold pieces. In the prison, four goblins from an opposing tribe are being kept.
4. **Main Temple:** 5 goblins are resting here. 2 are playing with daggers on the central table. The others are rooting through the chests, jars, scrolls and rags on the shelves. They are all armed with short-swords. They automatically loose initiative unless alerted. Unless they are defeated quickly, they will raise the alarm and summon the goblins in Room 8. There is a 50% chance each combat round that a goblin will flee into Room 6 and unchain the ogre. A full round of searching the shelves will reveal 20 gold pieces in coins, 1 spell scroll, 3 valuable sacrificial daggers, and some scrolls of historical value. All the curtains here have bells on the hem, which will alert the goblins.
5. **Back Corridor:** This corridor is unlit. The goblins don't know about either of the secret doors, or Rooms 11-15. A cultist armed with a ceremonial dagger and a minor spell guards the stairs, while a minor Aberration prowls the upper corridor.
6. **Altar Room:** An ogre has been chained to the altar here, armed with a club. It will be sleeping behind the altar when the PCs arrive, so they won't notice it unless being especially observant.
7. **Altar Room:** A skeleton has been chained to the altar. When a player steps on the dais around the altar, the four braziers will ignite. Four illusory fire elementals will attack any PC who touches the altar, but can do no damage. In a secret compartment beneath the altar is the Obsidian God-Mace. The tapestries depict the God of Vengeance in various poses.
8. **Altar/Throne Room:** The Goblin Lord is sitting on the altar, which has been converted into a throne for him. 8 goblins wait in attendance on the benches, while he prepares to interrogate/eat/rape the princess. He is armed with a bastard sword and a silver dagger; he also wears the Void Pendant. The other goblins wield short-swords. There is a chest in one corner containing 500 gold pieces, 20 valuable gems, and assorted gold plates and cups. If at any time blood touches this altar, the whole temple will begin to shake, causing characters to lose balance.
9. **Shrine:** A statue to the God of Vengeance stands here, desecrated by the goblins. It has ruby eyes.
10. **Secret Store:** The secret door is trapped. Inside is a trapped chest (it sprays acid) which contains a Wand of Fear (4 charges) and 50 gold pieces.
11. **Fountain Room:** The water in the fountain is cold and pure, but deep and hard to see through. A minor Aberration lurks in the depths, and will attack anything that touches the surface of the water. Each of the small rooms off this contain statues of different aspects of the God of Vengeance.
12. **Ruined Room:** The hole in the room caused by the falling rubble leads down to a deep pool. PCs must save or lose their balance. At the bottom of the pool is a water-tight chest containing 3 Scrolls of Banishment. Opening the chest will release a burst of gas, which will make anyone caught in it violently ill. 4 swamp crawlers lurk in the pool, and will attack.
13. **Antechamber:** 2 cultists and 3 minor Aberrations stand on guard here. The cultists have minor spells prepared. They will not try to call the cultists in Room 15 unless they are being badly beaten. Their pendants are very valuable.
14. **Oubliette:** 3 Spell-Runes of binding have been carved into the floor; two are glowing actinic blue. An old man in rags rests within one, and an identical man rests within another. They will both speak of an ancient evil in the temple—one will warn the PCs away, the other will urge them to fight it. The former will eventually morph into a minor Aberration and attack. In the pit of bones in the centre of the room are 100 gold pieces.
15. **Deep Temple:** 6 cultists are busy performing the rite to summon the God, while 4 more stand on guard. If the rite is finished, the cultists will retreat while the God attacks; it is very powerful, and will likely overwhelm the PCs. The pendants worn by the cultists are jewelled and very valuable. The cultists not performing the rite each have a coin purse with 50 gold pieces.

Ancient Ark of the Atlanteans

by J. E. Geoffrey

When the inhabitants of the continent Atlantis saw the end coming they created a giant ark out of the smaller of Earth's two moons. They went away and never looked back, trying to find a new place to live, never noticing that the removal of the second moon averted the disaster. 15.000 years later their ark is still slowly making its way through space, the inhabitants having long forgotten the purpose of their world and their own history. They are content to live, strife and die in their own small universe, creating civilizations and destroying themselves in an endless circle.



1 Hex = ca. 100 Miles/160km

legend. The elite here is aloof and the workers in the sterile undercity are scheming against them

17. The Techdomes: Two domes responsible for the working of the ark, a last memory of the ancient builders, serviced by ancient, crumbling robots

1. **Old Spaceport:** rotting old sublight ships used to colonize worlds along the ark's path, only tribes of Vacuum Scavengers live here, prospecting the airless surroundings just outside the entry with crude selfmade spacesuits

2. **The Darklands:** without the skylights of the living areas these areas are now ruled by albino apes and a species of fungoids living in small principalities and chieftains

3. **Skyraiders of the Dark:** this small kingdom belongs to a reclusive folk riding bats out into the lands of light only for cattle- and slaver raids

4. **The Lowlands:** partially radioactive from a reactor leak under it, only outcasts from the highlands and mutants live here

5. **The Highland Plains of Udd:** fertile land, inhabited by human iron age societies in a plethora of small principalities and domain

6. **The City of Atl'sun:** chief human population center in the highlands, center of scholarship, arts and political intrigue, the inhabitants claim to have created the skylights in the past

7. **The Monolith:** a mysterious monolith in the middle of the grasslands (outsiders might recognize it as part of the ark's computer system)

8. **The Guardian Mountains:** sparsely inhabited, dragons are said to live here, saber-tooth tigers and savage cavemen certainly do

9. **The Jungle of Claws:** dragons **do** live here! Also a few human, halfhuman, and nonhuman tribes. Ruins of old, advanced civilizations can be found under the trees, some of the sites still inhabited by the mechanoid servants of the Old Ones, and by weird cults worshipping in obscene rituals

10. **Pyramid of Plenty:** ruled over by the giant godking Teshk, this giant arcology houses the majority of humans in the ark. Claiming to protect them from the outside their god demands frequent sacrifices to satisfy his hunger for human flesh

11. **Tower of the Mage:** a society of scholars under the rulership of The Mage are studying the lore of the past to gain some of their glory, reclusive, but not even the godking dares to come here

12. **The Twilight Lands:** due to multiple hot atomic wars fought in the area the skylights in this part of the ship are partially broken, people here have developed various biological or technical means of surviving in constant twilight

13. **Grasslands of the Technomads:** ruins of old cities strewn across the place scavengers roam this area on ancient, barely working vehicles, and sometimes riding on the huge ratbeasts of the planes

14. **Desert of Glass:** this place was bombed so hard during the wars that parts of the ground is molten into glass, even in the twilight this place becomes an oven during the day, at night vicious glassstorms can shred any living being to pieces

15. **Serpent City:** this place is the furthest from civilization as one can get. It's a vile hive of wretched villainies and a favorite destination to exile the unliked of any society to. If the journey there doesn't kill them, the locals might

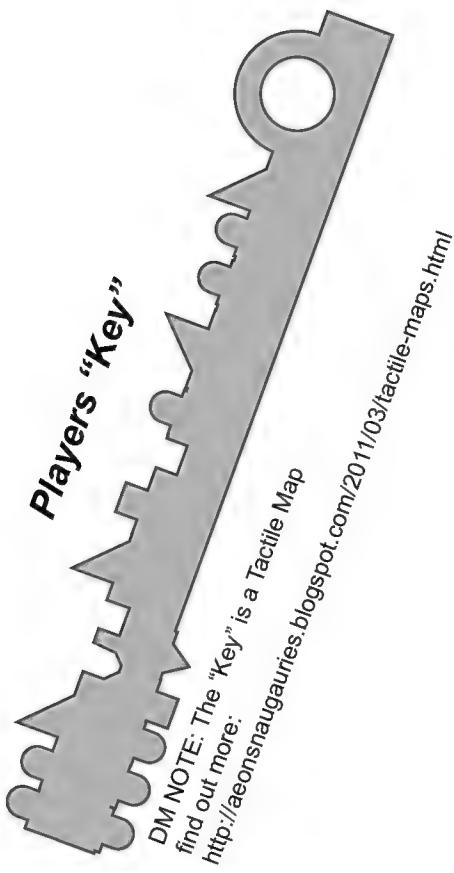
16. **The Radiant City:** in the middle of the desert and surrounded by radioactive wastelands this city seems to be an utopia compared to the rest of this world, a place of technological wonders and advanced civilization. Nobody outside of the city believes it to be more than a

Treasure of Piltarch

by James D. Jarvis

A One Page Dungeon published under the
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The players find themselves in possession of a key meant for the tunnels of piltarch. Can they discover the secret of the key and The Treasure of Piltarch?



A. Pit Trap. This pit trap will drop victims 20' onto a bed of spikes and automatically reseal.

There is a lever in room B to seal and open the pit.

B. The Guardians. 8 Heavily Armed and Armored **Garks**.

They will station a member at the staircase door to fetch help if combat lasts 3 rounds.

In a niche in the NE corner one will find a sack with 150 gp

C. The Blind Mystic. An ancient blind albino mystic is locked in this chamber. He will issue augauries to all who ask if he has a favorable reaction.

Extra Silk Robes, gold chain (worn), crystal ball (non-magical)

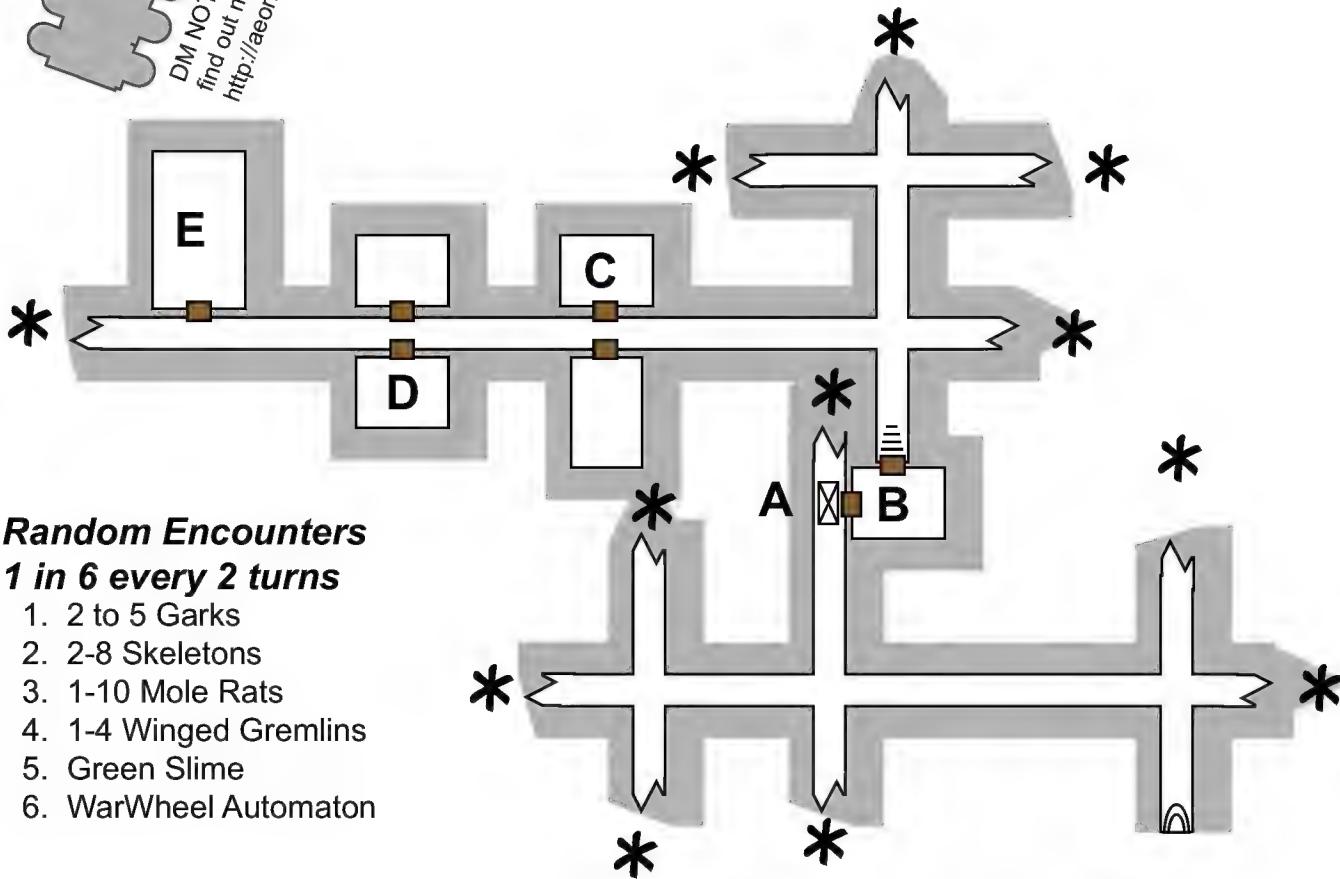
D. Chamber of Slime. This room is sealed with a door of brass. There is a *large green slime* occupying this chamber.

E. Treasure Chamber. An elaborate ancient treasure chamber guarded by 5 mummies armed with bronze axes (actually *Zombies* in disguise). There are remains of 5 destroyed "mummies" in the chamber.

3 empty and open treasure chests.

4 sealed treasure chests: 500 g.p., *Jade Asp*, Crumbled Scrolls,

3 potions: 2 Healing, 1 Turned to Posion



Random Encounters

1 in 6 every 2 turns

1. 2 to 5 Garks
2. 2-8 Skeletons
3. 1-10 Mole Rats
4. 1-4 Winged Gremlins
5. Green Slime
6. WarWheel Automaton

* Winding corridor continues for 700 to 1200 feet until dead end unless DM expands dungeon. Don't forget random encounter checks.

The Rocklands Beneath the Temple Ruin

Long ago, a temple was built to the forgotten elven goddess Kalianis. A cataclysm struck and the temple was cast into ruins. A sacred statue to Kalianis sunk below the ground and was lost. The cataclysm also created a series of rocky tunnels beneath the ruin and in the fullness of time, an evil lamia named Xavi came to inhabit them. She gathered loyal followers to her and she uses these "rocklands" as a staging area for her raids upon civilization.

This entire adventure can be mapped using the excellent Rocklands Dungeon Tiles Sets 1 and 2 from Kev's Lounge (kevslounge.blogspot.com) Thanks Kevin Berry!



Room Key

The Rocklands are generally very dry and dusty. The walls are of rough stone and the floor is of packed earth. Small loose stones fall from the ceiling from time to time. Violent magic spells might bring the roof down if used.

1. **Lure and Net** - Covered by loose dirt and sand, a strong net trap has been concealed by the kobolds. Gold coins are strewn on the floor beyond the trap and will glitter in torchlight. The second creature to wander into the area will trigger the trap. Boulders and counterweights will ensnare the victims. The noise will attract kobolds from 2, 6 and the troll from 4.

2. **Corrupted Kobolds** - Kobolds who have sipped from the Pool of Kalianis fare better than most. They double in size and strength. 1 in 3 gain the use of a fiery breath weapon. They will set up an ambush if possible, 6 corrupted kobolds, 1d6 EP each

3. **Pool of Kalianis** - A marble statue of the forgotten elf goddess Kalianis is found in the corner of the room. It sunk into the ground during an ancient cataclysm, but it never lost its power. A magical pool blessed by her to favor good erupts from the earth. Creatures who drink from the pool roll on the table according to their alignment. Affects a creature one time only. **Use this bonus tile for the statue -->**

4. **Troll Cave** - Reeks of excrement and rotten meat, Large Troll, loyal to Xavi the Lamia, Gems (5): Amethyst-500 gp, Sardonyx-75 gp, Smoky Quartz-250 gp, Zircon-75 gp, Smoky Quartz-100gp. Total Gem Value: 1000 gp., CP: 8000

5. **Spike Trap** - Covered by a flimsy mat of grass and weeds, a large pit of sharpened wooden stakes awaits those foolish enough to step before looking.

6. **Kobold Lair** - Chock full of nests and kobold refuse, this lair is protected by the pit at #5 and by a series of buried bear traps. Anyone larger than a kobold who enters the area of a trap will set it off on a 1 in 4, 8 corrupted male kobolds, 12 females, 4 young, 800 EP

7. **Dwellers Beneath** - The earthy floor in this tunnel is strangely soft and loosely packed. Giant gaping maws of teeth will attack anything that doesn't smell like kobold or naga. If their attacks are critically effective, the gaping maws will swallow their target whole., 3 Gaping Maws, no treasure.

8. **Naga Chamber** - The walls are shrouded in dusty, moldy tapestries in an imitation of opulence, Xavi the naga enchantress holds court here. She has a poison sting and can cast spells as a wizard. The kobolds and troll are fiercely loyal to her., Black Sapphire-1000 gp, Azurite-25 gp, Azurite-10 gp, Amber-750 gp, Carnelian-250 gp, Sardonyx-100gp. Total Gem Value: 2135 GP, EP: 4000, PP: 100, Magic: Potion of Healing, Sword vs. Giants, Scroll: Ward against Elementals

9. **Shrieker Grove** - A fungal farm is tended by the kobolds here. The shriekers are hidden among the larger mushroom crops. They will alert the entire complex if disturbed, 3 Shriekers, no treasure, some fungal varieties can be used as food.

CREATED BY: Jim Pacer

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Wandering Monsters

Appear 1 in 8

Each entry can only appear once. If rolled twice, move to next entry on table.

1. Corrupted kobolds (1d8) (see rm. 2)
2. Corrupted kobold scouts (1d3)
3. Dead adventurer; killed in rockfall
4. Chalk warning - "drink not or perish"
5. Stirges (2d6)
6. Strange shrieking and wailing from the distance
7. Black puddings (1d3)
8. Rock fall; roll randomly to see who is injured

Legend

Red Star – Statue of Kalianis (see rm. 3)

Large red box near #3 - Rockslide trap – May kill, injure or trap characters (roll randomly to determine)

Large red box near #1 - Net Trap (see rm. 1)

Large red box near #5 - Spike Trap (see rm. 5)

Small red boxes near #6 – Bear traps (see rm. 6)

Large red box near #7 – Gaping Maw (see rm. 7)

Random Pool Effects

Roll: Good - 1d6+6, Neutral 1d6+3, Evil 1d6

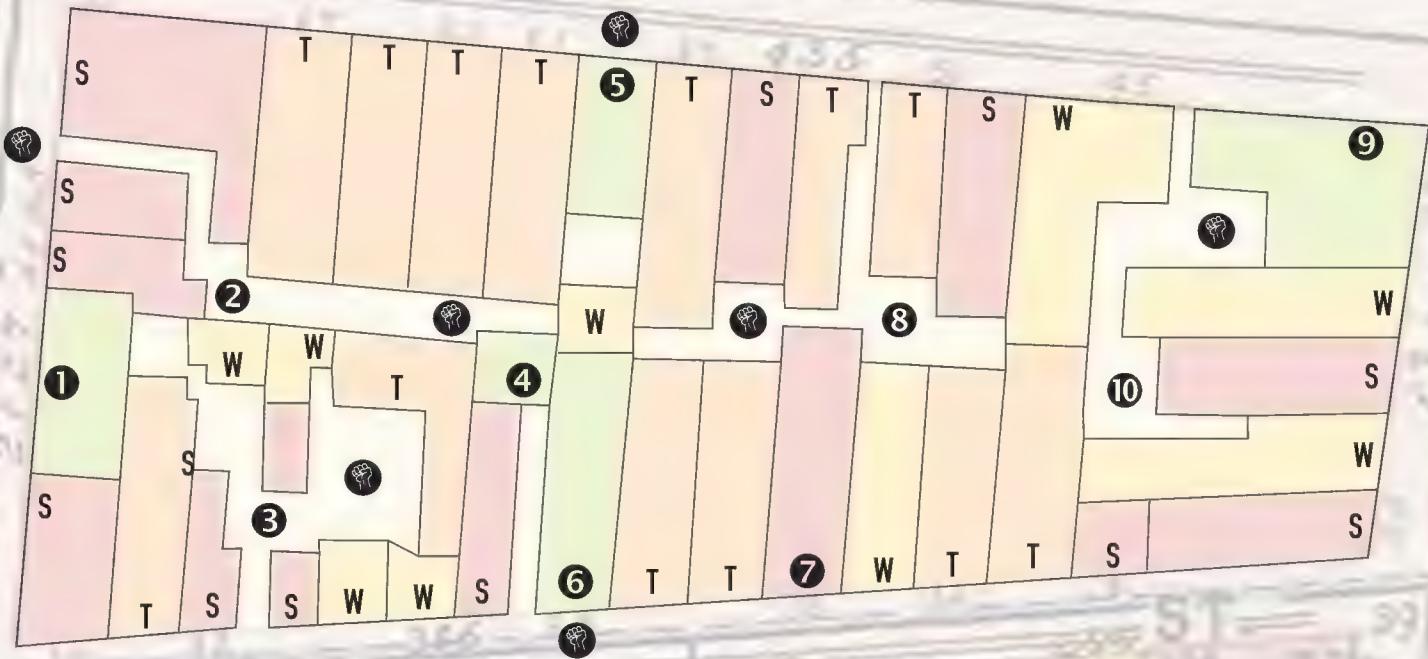
Effects may be canceled by Remove Curse

1. acts as extremely deadly poison
2. lose health permanently
3. stripped of the ability to cast spells
4. decrease prime attribute permanently
5. hideous appearance
6. limb becomes twisted and useless
7. gain temporary health
8. gain resistance to disease
9. increase prime attribute permanently
10. regain a forgotten spell or gain the ability to cast a simple spell 1/month
11. gain health permanently
12. healed of all damage



協勝公會 RAID ON CHINATOWN 安良堂

Source: Bromley's Atlas of the City of New York, Borough of Manhattan, 1913.



Map key: Numbers are adventure locations. Fists are roving gangs of highbinders. T: Tenement. W: Warehouse. S: Store.

KIDNAPPED

Someone the players care about has been abducted by the nefarious highbinders of the Hip Sing tong and taken to the steaming, rat-infested heart of New York City's Chinatown. Time to rescue them - *before it is too late!* The map shows the block between Mott & Bowery west to east and Bayard & Pell north to south, in New York City. The letter or number in each building is located at its primary entrance, but each structure has an alley exit and a connection to one adjacent structure. The walls are also flimsy! The victim could be anywhere, and will likely be in the last place they look. Keep the pressure on!

LOCATIONS

1. Law offices of Waugh Gee. Waugh Gee is a Harvard-educated Chinese attorney. He is smooth talking and charming, with an innate ability to play the role his audience expects, from bumbling "foreigner" to accomplished defense lawyer. He is in the pocket of the Hip Sing and frequently counterbalances corrupt jurists in the pay of rival tongs.

2. The Alley of Death. This narrow alley reaches deep into the block's interior. It is the informal headquarters of the Wah Ching gang, the Hip Sing's elite cadre of hatchet-wielding enforcers.

3. Celestial Market. A labyrinth of market stalls that cater strictly to Chinese locals, crowded at all hours. Obscure, curious and illicit goods from China, as well as Chinese vegetables can be obtained here.

4. Hum Mon Tau's Chemistry Shop. Dr. Tau is widely known in the American Chinese community as a criminal deviant. Although aligned with the Hip Sings, he's happy to supply lethal concoctions (principally nitroglycerin-based explosives, but also poisons and other chemical exotica) to the highest bidder.

5. The residence Low Hee. Dragon Head of the Hip Sing tong, Low Hee lives in heavily guarded, ornate luxury. He is a fat man with low tastes who enjoys a sumptuous back garden.

6. The Tong hall of the Hip Sing Mercantile Association. The hall is a meeting place, a business office, a trading floor, and a gambling den all rolled into one. It is the epicenter of Hip Sing territory and uninvited visitors are violently discouraged.

7. A respectable cigar store. The front for an opium den. Access to the miserable pit of soporific lethargy is through the alley. Slaves to the pipe come from all social classes, and anyone might be lounging here.

8. Alley of Chaos. The haunt of Mock Duck, known as "the Clay Pigeon of Chinatown" because of his uncanny ability to survive assassination attempts. Mock Duck wears chain mail shirts and walks everywhere with a bodyguard. He also carries two .45 revolvers and a hatchet, and he is well known for his favorite fighting method, squatting in the middle of the street, shutting his eyes, and firing both of his guns in a full circle around him.

9. The Canton Club. A nightclub and brothel run by Chong Sing, who is the leader of the infamous Red Door gang. Catering to well-heeled New Yorkers, the Canton Club is an elegant and deceptive gateway to gambling, prostitution, and drugs.

10. Alley of Despair. The women (principally opium-addicted Italian and Jewish immigrants) who are slaves to Chong Sing and his minions in the Red Door gang congregate here when they are not working, which is rarely.

TENEMENT ENCOUNTERS

1. Wong Get, Hip Sing Lieutenant
2. A child who thinks you are playing a game
3. A child who intends to steal from you
4. A screaming mother-in-law with a hatchet
5. An accidental kitchen fire
6. Loose chickens
7. A very pregnant girl who needs help
8. A brick wall about to fall down
9. An illegal hospital full of syphilitics
10. Informal Red Door gang brothel

WAREHOUSE ENCOUNTERS

1. Carboys of acid, stacked in pyramids
2. A maze of crates containing porcelain
3. An open safe containing gold relics
4. A loud drunk and a nail-studded board
5. Wah Ching gang security guards
6. A crumbling, abandoned pump house
7. Darkness, rotten boards, a cesspool
8. Opium piled to the ceiling
9. Highbinder dormitory and thug central
10. An illegal slaughterhouse

STORE ENCOUNTERS

1. An Irish "bill collector" and his "helpers"
2. A gambling room choked with old men
3. A false wall with a surprise behind it
4. A shopkeep with a shotgun
5. A Sixth Ward cop visiting for his payoff
6. Slumming socialites
7. Flash powder and throwing knives
8. Two goats and a wagon-load of rotting fish
9. Rev. Charles Parkhurst, reformer
10. Red Door gang pimp and bodyguard

The Dungeon Without A Name

About a hundred years ago this mountain was settled by Smog the Red Wyrm. Over the years all manner of nefarious ne'er-do-wells and blackguards have called the mountain home. Only a noble, righteous hero can kill them all and steal their treasure. Journey onward, brave heroes.

Random Encounter Table (1d6)

1. 1d12 Coquettish Orcs
2. 1d6 Rushing Bums
3. 1d4 Grassy Gnolls
4. 1d4+1 Little Pigs
5. 1d3 Ghost Dads
6. GM's Choice

Random Treasure Table (1d6)

1. 1d100 bottles of beer
2. Magic sword
3. 1d20+4 karat gold ring
4. Bucket of Bottomless Biscuits
5. Fair Maiden's Treasured Chest of Bootalicious Booty
6. GM's Choice

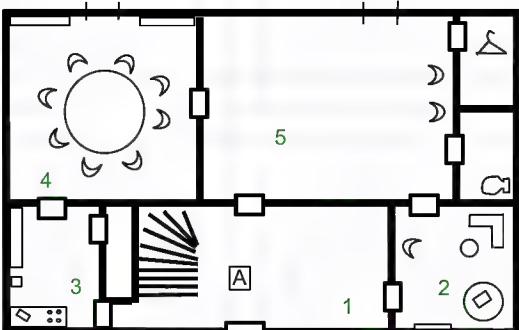
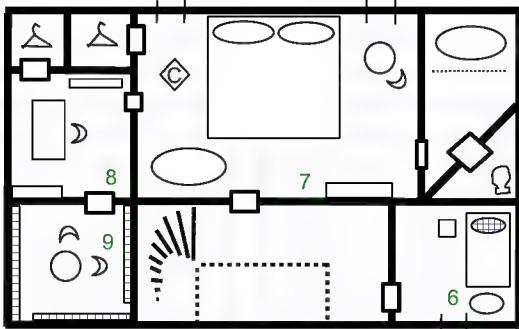
1. Main Entrance: Guarded by 2d4 bearbugs.
2. Temple of the Dog: Fanatical priests sacrifice meat to dog-faced fire elemental.
3. Boorish Org's Cave: Boorish Org sits and waits for interlopers. Guards treasure.
4. Bat Cave: Batweyr the Werebat stalks prey. Treasure chest sits over trap door.
5. Lair of the Aquatic Tooothed-Maw with Alluring Brazen Strumpet-Tipped Tentacles: Exactly what it says.
6. Door to the Lair of the Angry Wizard: Guarded by a stoned golem.

7. Lair of the Angry Wizard: Wipe your feet.
8. Nest of the Giant Chicken Hawk: Among regurgitated chicken wings is a Foghorn of Stuttering and Stammering.
9. Maze of Twisty Little Passages.
10. Little Maze of Twisty Passages.
11. Maze of Twisting Little Passages.
12. Twisting Maze of Little Passages.
13. Little Maze of Twisty Passages.
14. Passage of Twisty Little Mazes.
15. Lair of the Diminutive Demi-Lich: A halfling demi-lich lives here AKA dimi-demi-lich.

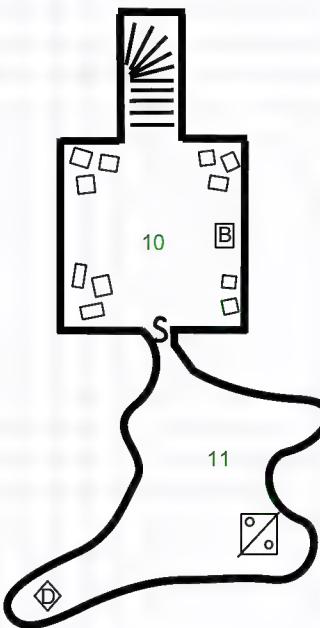
16. Enchanted Outhouse: Please be neat, wipe the seat. If toilet is not flushed 1d3 cacadaemons attack.
17. Disco Room: 50% chance Seductive Go-Go Dancer is here.
18. Hell's Mouth: Beware Hell's breath.
19. Heart Burn: Giant heart pumps geyser's of burning blood. Giant white blood cells consume all entities.
20. Smog's Lair: There was a dragon here but he's dead now. All that remains is a mountain of arcade tokens and Norm, Goblin Accountant.



Mystery of Godzina House



Symbol Key	
Chair	
Closet	
Bathroom	
Window	
A [] Incoming Portal	
C [] Outgoing Portal	
Lady Godzina's Temporal Device	
S Secret Door	
Stacked Boxes	



2011 AD

1. Foyer, Butler Adam Sobczak greets guests. Party first arrives here.
2. Den. The Elephant Gun on the wall is functional, but unloaded
3. Kitchen. Apolonia Godzina prepares dinner.
4. Dining Room, Currently empty
5. Living Room. Guest Simeon Duda tells of mad old Countess Godzina between oxygen tank hits.
6. Guest Bedroom, Unused
7. Master Bedroom, Locked. Apolonia has key
8. Office. Safe contains handgun, ammo
9. Library. Stocked with Romance and History
10. Cellar. Contains a wood stepladder. Secret door is nigh undetectable without prior knowledge.
11. Cave. Forcefield protects time machine.

1929 AD

1. Policeman Jacek Gorski is investigating murder of Jan Duda, lover of Kamil Godzina.
2. Jan Duda's corpse is here, shot twice.
3. Chef Karol Kaminski frets here.
4. Uneaten food covers the table.
5. Furnished as a dance hall, but guests (2 men, one woman) just loiter by the well-stocked bar.
6. Jersy Nowak, the unrevealed killer stays here
7. Kamil Godzina frantically tried to understand.
8. The murder weapon is wedged behind a cabinet here. Another gun is in a locked drawer.
9. The Door to the Library is walled over. Inside are the skeletal remains of Lady Isabella Godzina and, shelved, her manuscript on Temporal Physics. Required reading to repair Device.
10. A functional dive suit stands against a wall.
11. Forcefield still active here.

1881 AD

1. Butler Leon Sobczak greets guests
2. Neighbor and Thief Jozefat Zajac here, has

Created by Jeff R. (isr232000@yahoo.com) <http://mappamundorum.wordpress.com>

Background

Godzina House, the main building of a small manor in an obscure part of Poland, has become untethered in time shortly after the party's arrival. Outside each door and window is an impenetrable field of swirling colors. Any time-traveling powers or vehicles owned by the party do not work within the House.

Other Temporal Wanderers

1d6+1 of indicated type enter via whichever of portals A or B the party did not use whenever they enter a time period for the second time, or when the plot needs moving along.

1. Russian Soldiers. Roll 1d6+14 to determine century of origin, then pick a year as appropriate.
2. Germanic Soldiers. Roll 2d6+8 as above.
3. Wild Animals. (1-2): Wolves, (3-4): Small Dinosaurs. (5-6): Prehistoric Mammals
4. Mechanical Life. (1-2): Humaniform Robots, (3-4): Utilitarian Robots, (5-6) Cyborgs.
5. Humanlike aliens. (1-2): Posthumans, (3-4): Shapeshifters, (5-6): Mutants
6. Aliens. (1-2): Insectoid, (3-4): Reptilian, (5-6): Lovecraftian.

Portals

The Time Portals in Godzina House are caused by the malfunctioning Temporal Device in the basement cave. They are one-way, transporting anyone who touches an entry portal to the corresponding exit portal as noted on the main key. Touching an exit portal does nothing. It is possible to carry large objects or even people through them, but most NPCs will object strenuously to such a journey. They appear as swirling cubes of color. Consult the chart (left) to determine destination.

Portal Destination Table

	◆	◆
1400 BC	60113 [B]	2011 [B]
1881 AD	2011 [A]	1929 [B]
1929 AD	1400 [A]	6011 [A]
2011 AD	2418 [A]	1929 [A]
2418 AD	1881 [B]	1400 [B]
60113 AD	2418 [B]	1881 [A]

machine's forcefield is still in place.

-1400 BC

11. Cave. The manor has not yet been built. The cavern mouth extends through portal B to the surface, where Portal C hovers 7 feet in mid-air

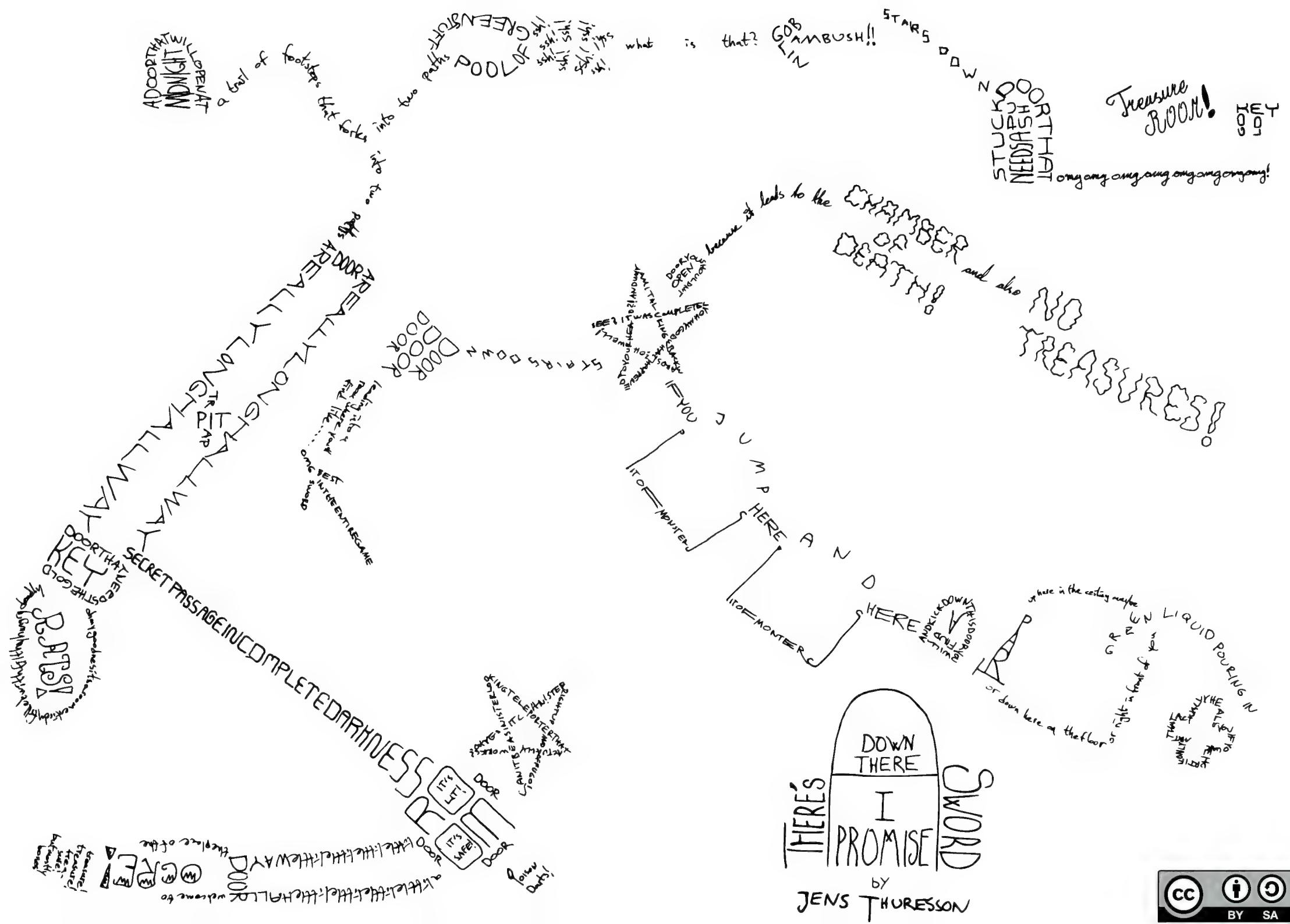
60113 AD

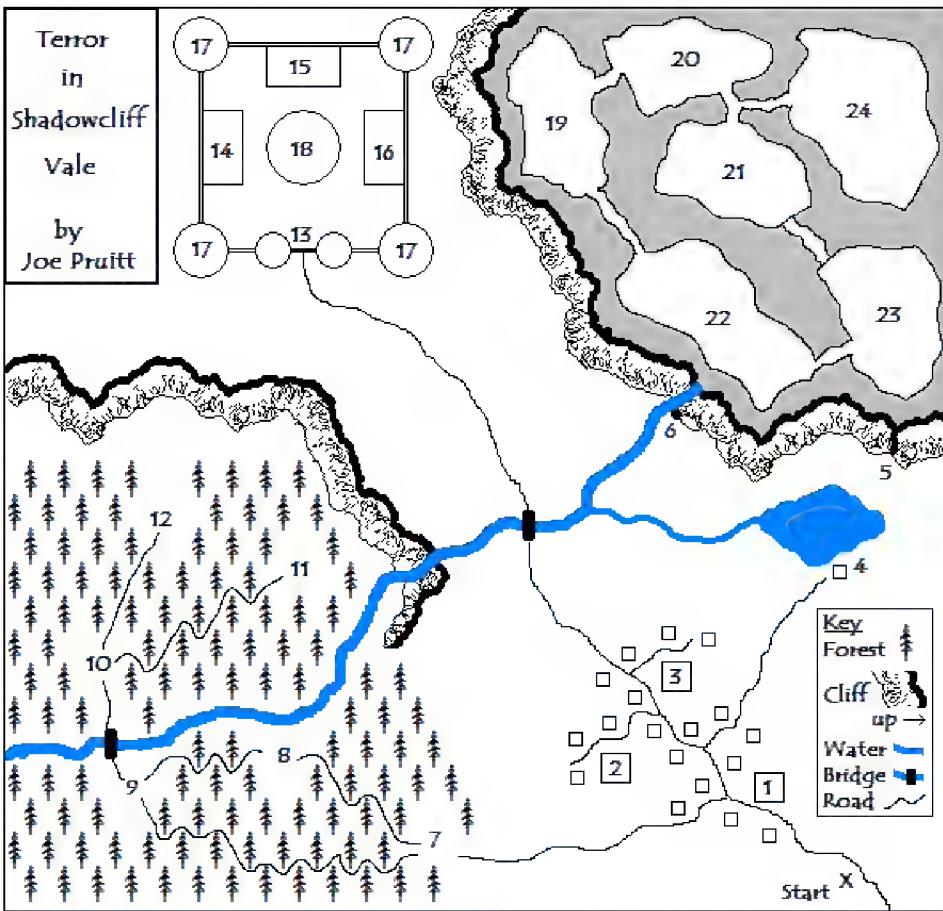
1. Much of the roof is gone and the air is toxic
3. The door is sealed, trapping some good air.
4. Most of this room has been destroyed.
7. The only remnant of the second story is the unsteady floor here.
10. Skeletons of some of Earth's last survivors
11. The time machine's shield is down. Repair requires book and a hard temporal mechanics check or a nigh-impossible general science check. Destruction requires serious firepower.

Temporal Resolution Table (2d6)

- +1 for every two other temporal wanderers still loose in any time zone, to a maximum of +3
- +1 for every two NPC deaths in the past, to a maximum of +3
- +3 if the house has been burned or suffered major structural damage in any time zone
- +1 to +3 , GM's option, if the party has caused any other causality paradox
- 5 if the Device was repaired, not destroyed.
- 5 or less: Party returned to their home time.
- 6-7: As Above, but with minor timeline changes (I.E. President Hillary Clinton)
- 8-9: As Above, but with major timeline changes (I.E. Limited Nuclear War over Cuba)
- 10-11: As Above, but with massive timeline changes (I.E. Ottoman domination of Europe)
- 12: Party stranded in Jurassic Era
- 13+: Quarter of Milky Way erased from spacetime in enormous temporal rift.

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Terror in Shadowcliff Vale

by Joe Pruitt

The PCs are on the road through Shadowcliff Vale when they meet a traveler leaving the village. He tells them that nothing has been heard from the lord of Shadowcliff or anyone else from the castle in over a week, nor have the gates even been opened in that time. The villagers are worried, and both the goblins of the forest and wild beasts have begun venturing closer and closer to the village. He suggests that they use caution if they continue toward the village, and to stop at the tavern if they wish to learn further.

At the tavern, the traveler's story is confirmed—a week ago the sounds of battle could be heard inside the castle, and there has been no word from anyone inside since. The mayor tells the PCs that without the protection of castle and the lord and his men, the entire valley could be overrun by goblins, monstrous beasts, or worse. He offers 100 gold if they will investigate and learn what has happened.

The Real Story: A week ago, while excavating a new area in the lord's family crypt beneath the Chapel, workers accidentally dug into caves inhabited by a cult of necromancers who had been driven into hiding. Fearing they were under attack, the cultists summoned their undead forces and prepared to defend themselves. When they realized it was an accident, not an attack, they took advantage of the situation and used the new entrance to attack the castle. The lord and his men were caught by surprise, slain, and now the cultists are planning their next move.

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THE VILLAGE (SE)	THE FOREST (SW)	THE CASTLE (NW)	THE CAVES (NE)
A place where the PCs can rest and resupply in safety—for now.	A wild, dangerous place inhabited by goblins, and worse	Overrun by undead and their necromancer masters	Home of the necromancers responsible for current crisis, and other creatures.
1. Inn/Tavern: The PCs may rent a room here to rest between excursions. For every round of drinks they buy, they have a 50% chance of learning one random rumor (below).	7. Dead Soldiers: The PCs find 2 dead soldiers from the castle (Scale, Polearm, TT-1), slain by goblin arrows.	13. Gatehouse: Gates are sealed unless PCs have Knight's Amulet (12). Inside is a log book which explains the gates were magically sealed to keep "the evil" from escaping. After reading this, a zombie guard enters and attacks.	19. Crystal Cave: Entrance to Cultists' lair. 2 cultists (Shield, Club) and 4 skeletons stand guard. Poison dart trap in tunnel to 20. Connects to 16.
2. Temple: The PCs may obtain healing from the clerics here for a small tithe.	8. Wolf's Lair: A 2-headed wolf lives in a cave by the river (TT-2,4)	14. Stable (front): 3 horses, dead from starvation. Kennels (rear): 6 hounds, 1D6 still alive and starving, will attack.	20. Cultists' Quarters: 6 cultists (Mace) and 4 zombie servants (TT-2).
3. General Store: The PCs may buy any mundane items here at normal cost.	9. Goblin Trap: Goblins set a pit trap to catch the two-headed wolf from 8. 50% chance (modified by appropriate attribute) for each PC to fall in. 1D4 rounds for any PCs who fall in to get out (half that if they use a rope). 5 goblins (Spear, TT-1) arrive to check the pit in 2D4 rounds.	15. Kitchen: Cultist and 2 skeletons searching the kitchens (Mace, TT-1).	21. Cultists' Storeroom: Guarded by 2 Shadows (TT-2,4 in chest with poison needle trap). Secret door to 23.
4. Hermit: Former cultist. Will tell the PCs about either (roll to see which) the Natural Stairs (5) or the Waterfall Cave (6) if they kill the monster in the lake (giant crocodile) that has been eating his sheep at night.	10. Magic Pool: A pool of water in a natural rock basin heals for good/lawful creatures, restoring up to half their health. Works once a day per character.	16. Chapel: 3 vials of holy water and silver mace (x2 damage vs undead) in chest. 3 zombie workers in tombs below. After zombies are defeated, a priest's spirit will appear and tell "Real Story" (above). Connects to 19	22. Spider Cave: Inhabited by 4 giant spiders (TT-2). Body of elf with magic bow (bonus to hit). Connects to 6.
5. Natural Stairs: Natural stairway in the mountainside. Attacked by 2 rocs during the climb. If a PC is hit, they have a 10% chance of falling 1D6x10 ft back to the ground. Leads to an opening in the ceiling of 23, which the PCs can descend into with a rope.	11. Witch's Hut: A friendly witch who sells magic potions (unless attacked, in which case she summons bats; TT-4).	17. Watchtower: 1D4 zombie guards in each, 25% chance of finding silver spear in each tower (x2 damage vs undead).	23. Dragon's Lair: The cultists stole the dragon's hatchling to create an undead guardian (in 24). The dragon is understandably angry and will seek revenge on any humans or demihumans it encounters (TT-3,4). Secret door to 21 (used by cultists), and can be reached by way of 5.
6. Waterfall Cave: A cave behind a waterfall is home to 4 lizard men exiled from their tribe (TT-2). Connects to 22.	12. Goblin Camp: 8 goblins (spears and bows), 3 wolves, 1 ogre (mace). The body of a dead knight (Runesword: +50% damage, Amulet: opens castle gates) from the castle is here. (TT-2)	18. Keep: Basement-Storage (TT-2,4), 2 Cultists (Mace); 1st floor-Hall, 3 spectral knights (Chain, sword); 2nd floor-Lord's chambers (TT-3,4), Lord/Wight (Plate, Golden Saber: 2 attacks/round)	24. Evil Temple: Unholy chamber of worship. 2 cultists (Scale, mace), High Priest (Skull Staff: summon 1d6 skeletons once per day), 2 zombies, undead dragon (small); (TT-3)

Tavern Rumors (1D6): 1-The hermit who lives by the lake may know something about what is going on (T); 2-A troll lives under the bridge on the way to the castle (F); 3-A dragon has been seen flying over the mountains (T); 4-The priest has been seen sneaking around at night (T-Red Herring, he's romancing the innkeeper's daughter); 5-A witch in the forest performs human sacrifices (F, she's friendly); 6-A knight from the castle went missing in the forest while hunting goblins (T)

Random Encounters (1D6) 25% chance of random encounter when traveling from the village to 5, 6, 7, or 13, or when traveling between any numbered forest areas, or when resting in the wilderness : 1-Wolves (1D4); 2-Elves hunting goblins (1D4); 3-Goblins (1D6); 4-Bats (1D10); 5-Ogres (1D4); 6-Lizard Men (1D4)

Treasure Type (TT): 1-1D6 GP; 2-1D6x10 GP; 3-1D6x100 GP; 4-random magic item

The castle is retaken, the cultists defeated. What happens next? Who will protect Shadowcliff Vale with the lord and his men slain? That is a tale for another day.

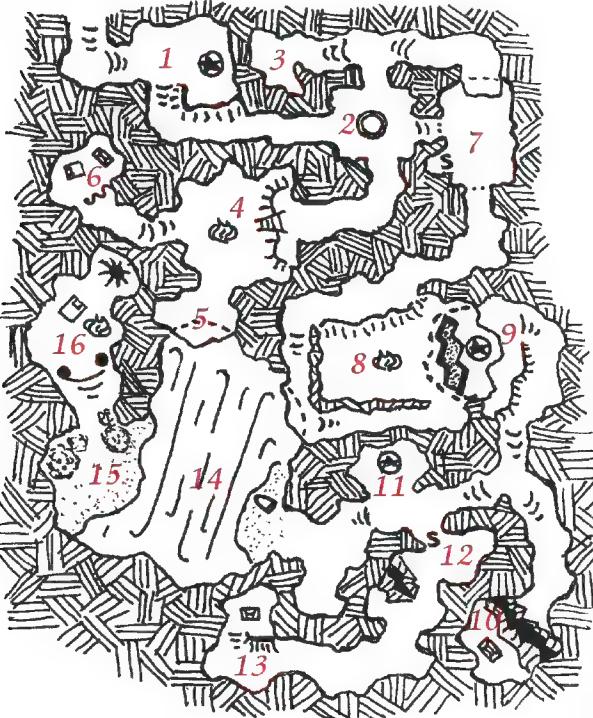
His voice echoes in your ears. "Please..." he gasps, struggling futilely against the grip of death, "save her..."

The Heart of the Minotaur

by PapaJoe (joesarnowski@yahoo.com)



It is obvious what happened. A man and woman traveling alone were attacked. The man put up a fight which ended with a stab to the back. The woman had been dragged away. How long ago did this happen? Not long, the man was still clinging to life when you found him. The trail left behind looks pretty easy to follow...

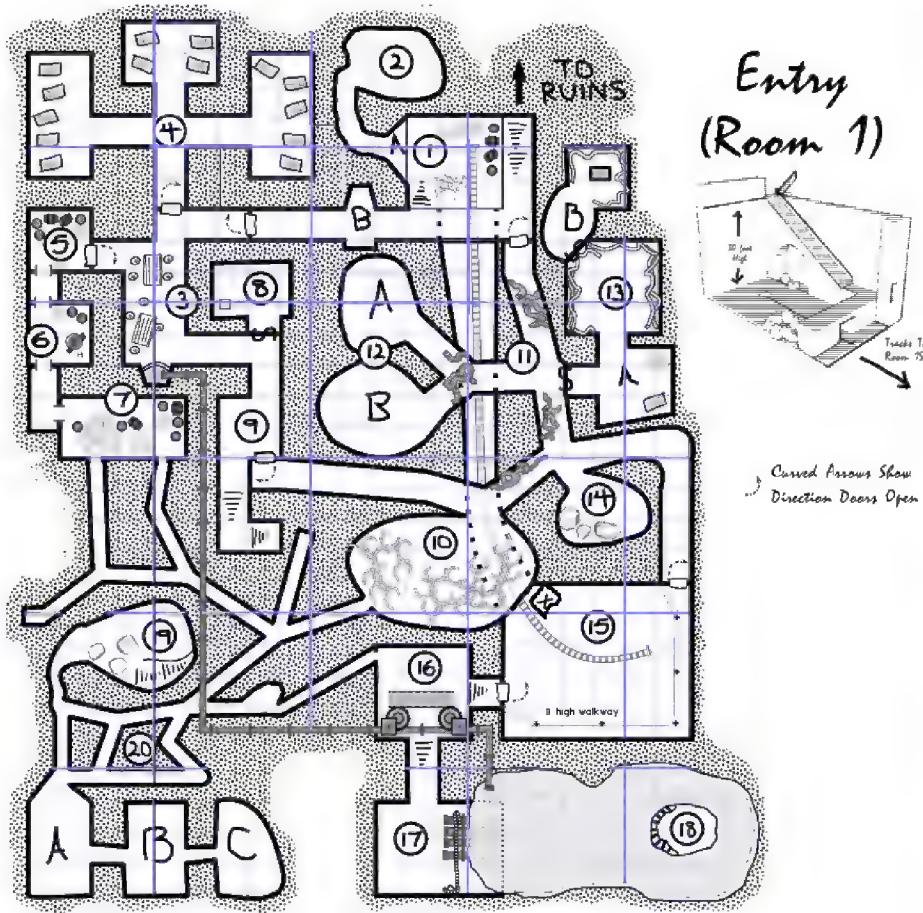


1. **The Big Giant Head:** Four sentries eat while sitting opposite a large, carved Minotaur head. Three are armed and one is a runner. At the first sign of trouble the runner will try to run to Area #4 to warn the others, the players will encounter resistance in Area #2 if he gets away.
2. **The Pool:** Scattered at the bottom of the pool in the center of this room are large, shimmering gems. A creature lives in the pool that will ambush anyone who tries to retrieve the gems.
3. **Whispering:** Mushrooms grow in every nook and cranny of this room. The mushrooms have limited psychic abilities. Anyone who tries to communicate with the mushrooms gets the whispered response "What is in the your heart?"
4. **Home Sweet Home:** A few harried females tend to a group of youngsters. Several males sit near the fire telling stories. Various personal items are scattered about. Straw beds are covered with simple blankets. There are six barrels at base of the ladder.
5. **Storage:** This area holds the community's foodstuffs and some valuable possessions.
6. **Hail to the Chief:** Behind the curtain lives the chief. He is home and armed and very angry. The chest in this chamber contains precious gems and silver.
7. **Trapped:** The exit to this room is sealed with a portcullis. This room has (# players +2) holes in the far wall. Each hole has the outline of a hand inscribed around it. As each player reaches into a hole roll 1d20 to give the impression that the following events are random. The first player will find 10 gold pieces. As each successive player reaches into a hole their hand is trapped and then: the entrance seals, a mechanism grinds to life, the ceiling begins to lower, etc, until it is the last player's turn. The last player should have to chose between two holes. The first one opens a secret door near the entrance. **If the player goes through the secret door** the ceiling comes down behind, killing the others, **and** sealing the player in to die a slow death. If the player **does not go through the secret door** but decides to stay and reach into the second hole, then the others are released and the exit opens with just seconds to spare!
8. **Temple of the Minotaur:** From the ledge (which could be easily climbed down) the players can make out a group standing near a large opening in the floor. In a niche stands a massive statue of a Minotaur. A large male shaman holds a bound, trembling figure, a woman! As the shaman chants a roar comes from the opening, then with a shove the shaman pushes the woman into the hole. She disappears from sight. A roar. A horrified scream. Then silence.
9. **Crypt:** An immense pile of bones cushions the fall of anyone who drops through the hole from Area #8. The bones are covered in bite and claw marks. None of the bones are human. Hoof prints are visible in the dust on the floor. Primitive charcoal drawings cover the walls in this Area and every area to Area #16.

10. **Spider:** A large spider has a web here. It hides in the crevasse, and uses the crevasse to move between Area #10 and #12. The chest on the far ledge contains a golden horn (as in Minotaur horn).
11. **Minotaur Statue:** This Minotaur statue is about as tall as the players and is missing one of its golden horns. If replaced the secret door to Area #12 opens.
12. **Secret Passage:** This is dominated by a crevasse in the floor, which the large spider uses to retreat from anyone attacking it in Area #10.
13. **Treasure:** This chest contains a random magical treasure.
14. **Row Your Boat:** Hoof-prints in the sand lead to the waters edge. The water is too deep and is moving too quickly to be crossed in anything but a boat.
15. **Sandy Beaches:** Light filters down from several small openings above. Wet hoof-prints lead past a few bushes growing near the entrance to the Minotaur's lair.
16. **The Minotaur:** This chamber is the lair of the Minotaur. There are few items here, a simple mat for a bed, a stack of leather bound books. The chamber is illuminated both by fire in a pit and by light coming through a man sized natural chimney that leads to the surface. The Minotaur is a powerful creature, a curved sword hangs at his side, a great blazing jewel hangs from a chain around his neck. The jewel pulses with an unnatural light: this is the heart of the Minotaur. The only way to get the heart of the Minotaur is through combat. The Minotaur stands over a bound woman, his back is towards the entrance. He draws his sword and growls "This will be over soon." The Minotaur has no interest in harming the woman, he plans to cut her free so she can escape, but the players don't know that. If the players attack the Minotaur, they catch him flatfooted, and he will fight until the all the players are dead. Should his HP be reduced to near death, the Minotaur will raise his hand to the next attacking player in a gesture asking for mercy. **If the player grants mercy** the Minotaur says "Finally, I'm free" and the heart of the Minotaur melts from around his neck, all that is left is 10d20 worth of gold. Before the players' eyes the Minotaur changes into a normal man and then guides the group to the natural chimney. When he was the Minotaur he was too large to climb up the chimney, but now he can fit and will lead the whole group to the surface and freedom. **If the player does not grant mercy** then the next attack will kill the Minotaur. The player that retrieves heart of the Minotaur will be **immediately changed into a Minotaur (no save possible, life sucks sometimes)**. The others may escape up the chimney but this player remains behind imprisoned forever.

Rails in the Ruins – Level 1

A One-Page Dungeon for any Traditional Fantasy Tabletop RPG



by John Laviolette

<http://9and30kingdoms.blogspot.com/>

Above Ground: One wall of an old ore processing station near an abandoned mine. The mine is mostly empty, but a slab leaning against the wall conceals a secret trap door with stairs leading down...

Below Ground: Packed earthen walls, flagstone flooring except in caverns. Divided into **ogre lair** (areas 1-9), **feeding grounds** (areas 10-14), **tracks** (area 15 and bottom of area 1), **waterworks** (areas 16-18), and **hive** (areas 19 and 20.) Pipe (2-foot internal diamete) from waterworks to ogre lair is slightly higher than lair, feeding grounds, and hive. Hive tunnels dip slightly and have a 3-foot diameter. Tracks and drainage area (17) are the lowest part of level.

Wandering Monsters

- 1 Goat-Headed Ogres (1-2): weaker than ordinary ogres, but can bite through iron.
- 2 Carnivorous Apes (1-2): attack non-ogres.
- 3, 4 Giant Milk Beetles (1-4): aggressive when threatened.
- 5, 6 Giant Ants (2-7): steal food, attack those who approach hive.



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Room Key

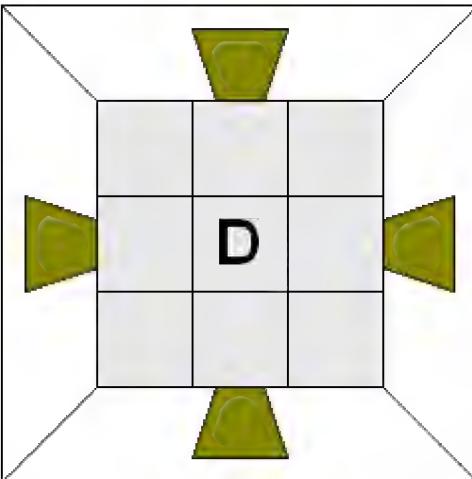
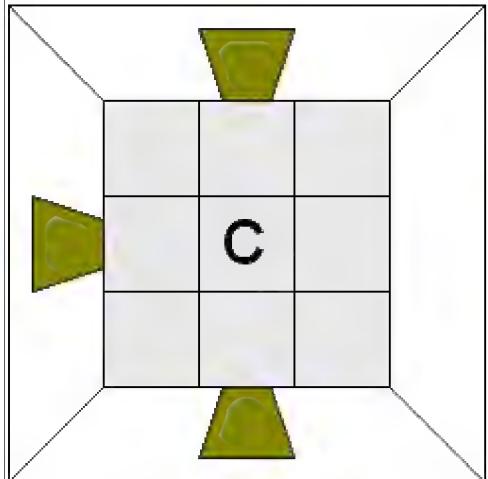
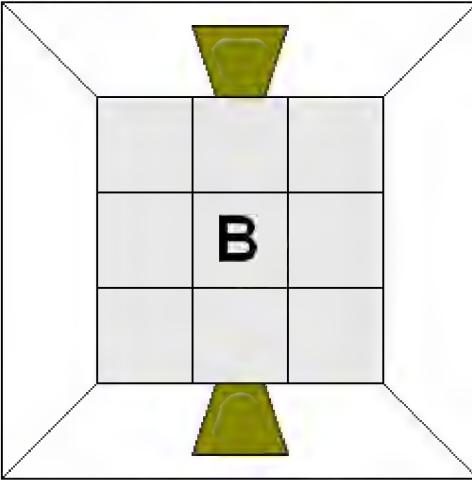
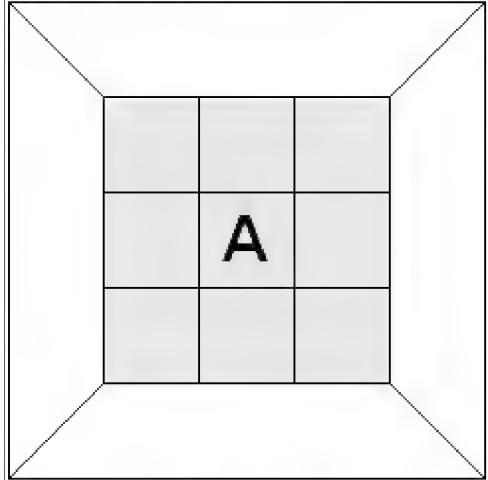
In the Ruins Above: Panicked Dwarf Berserker looking for entrance to rescue halfling thief (reaction one step worse than normal.)

Dungeon Below: All "ogres" in dungeon are goat-headed breed with clubs + daggers. Monster number rolls less than 1 mean no monsters there at the moment, but there may be some later.

Twisted roots (Areas 10 and 11) prevent movement by Low Strength characters and halve movement for higher Strength characters.

1. **Stairs and Tracks:** 1d6-4 ogres approaching stairs. 1d6-2 apes lurking on **ledge A** attack anyone near stairs or rails. 1D6-5 ogres will be at **guard post B**. Check position of mine cart (1d6): 1-2 = at North end, 3-4 = South end with ogre, team of beetles, 5 = Northbound, 6 = Southbound w/ barrel of fermented milk, two wheels of good cheese, one moldy.
2. **Ape Cavern:** 2d6 apes. Noise in **area 1** attracts them.
3. **Dining Area:** d6-2 ogres eating, drinking fermented milk. Door to **area 1** can be barred from inside. Water basin filled by pipe.
4. **Barracks:** 1d6-1 ogres per room (4/6 chance they're asleep.)
5. **Pantry:** Overly-aggressive giant milk beetle has been brought here to separate it from the herd. Barrels of flour (4/6 chance) or sardines; pouch of 50 SP in one flour barrel.
6. **Galley:** Barrels contain fermented beetle milk. Halfling thief hiding behind the kettle.
7. **Storage:** Crates of beetle cheese, miscellaneous dried foods, stolen flatware and cookware. Poison dust (+2 Save,) sprinkled along south wall to keep out ants, causes 1d6 damage and 1 turn of helplessness.
8. **Secret Room:** Opening chest triggers poison needle trap. Contains 60 gp "magic" goblet (dances to lively music) and 150 sp.
9. **South Guard Room:** 1d6-4 ogres returning from area 10 (with pails of beetle milk) or from stairs from lower level (with 1d6 points of wounds.)

10. **Grazing Area:** 1d6+2 giant milk beetles graze on roots, attack if threatened.
11. **Infested Roots:** Roots north and west of intersection infested with tiny parasites; save against poison every round or become infested (1 point of damage per day until cured or dead; juvenile milk beetles emerge from corpse.)
12. **Haunted Caves:** Two caves with thick, loose dirt covering floor instead of packed earth. Pale Shade (insubstantial, strong as a ghoul, paralyzes but does no damage) begins randomly in either **A** or **B**, will move to other cave after 1 turn. **Cave B** has burlap sack of 150 sp buried under dirt.
13. **Vine Shrine:** Vine dervish lives in **room A**, can magically create vines that bind like a Web spell. Owns rope ladder and wine skin. Hidden **room B** has 2 silver candlesticks (300 sp) and 30 gp on altar.
14. **Ape Cave:** 1d6-3 carnivorous apes.
15. **Rail:** Ogres bring cheese/milk to treadmill room and to dervish, who climbs down from walkway. Pit trap on east side of tracks.
16. **Waterworks:** 2d6-2 giant ants running on the treadmill under direction of a halfling-sized goat-headed ogre with antennae instead of goat horns. Summons 1d6-2 ants every other round.
17. **Drainage Area:** Pulling rope releases all water from room 18, knocking down humans of less than High strength on failed save. Use standard "man overboard" swimming/drowning rules. Touching or moving rope also has 1/6 chance of triggering trap.
18. **Reservoir:** Collects ground water seepage. Island in middle has low cliff on west side, must swim to east side to climb out. Buried treasure on island: 300 sp, 5 1000 gp gems, one 5000 gp gem.
19. **Lower Level Access:** Stone staircase partially hidden behind boulders has odor of decay wafting up from below.
20. **Hive:** Five foot ceilings. 3d6-3 dachshund-sized giant worker ants in each of the three rooms, plus 1d6 double-size warrior ants guarding the quadruple-size queen in **20C**. 150 loose silver coins on floor.



In an age long forgotten, the wizard Demens created this dungeon to guard his great treasure. Legend speaks of the power, and insanity, of Demens.

Many have entered the dungeon, only a few have returned, but none have yet to find the great treasure that legend speaks of being at the heart of the dungeon.

Rumors in town: "Demens was a great stone worker with his spells", "The treasure was found years ago", "Demons were used to build the dungeon", "Demens lost his great love and went insane."

Carved in the stone around the entrance to the dungeon "Abandon hope all ye who enter here."

GM Note: This is a non-Euclidean maze, passages often go in loops, and connect in ways that cannot be traditionally mapped. Have fun with the players.

Wandering Monsters (2d6)

2 – Bandits (1-3)	8 – Hear a scream
3 – Goblins (1-4)	9 – Skeletons (1-4)
4 – Kobolds (2-5)	10 – Orcs (1-4)
5 – Zombies (1-3)	11 – Hobgoblins (1-3)
6 – Giant Rats (1-6)	12 – Rival Party (1-3)
7 – A cold breeze, you think you hear a whisper [roll d4, 1 = "You will never get out alive.", 2 = "This place will be your doom.", 3 = "The treasure is this way", 4 = "None will ever leave."]	from [random direction].

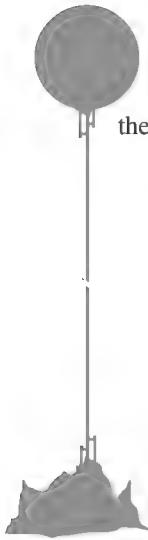
Room Key [Tile to use for room (Most use tile D), north exit, south exit, east exit, west exit] Room notes and contents.

- 1) [B, N-2, S-Out of the dungeon] You feel a cold breeze coming from the north.
- 2) [D, N-5, S-1, E-4, W-3] There are signs of a recent battle here, it looks like someone went [roll d6: 1-2 north, 3-4 east, 5-6 west] from here.
- 3) [C, N-7, S-18, W-4] Scrawled in blood on the wall "A pox on whoever created this place." A pile of bones lies beneath the bloody writing.
- 4) [D, N-6, S-19, E-3, W-2] The dust on the floor is only broken up by the paths between the doors.
- 5) [D, N-10, S-2, E-6, W-7] There is a pile of bones, wearing tatters of armor with a rusty knife.
- 6) [D, N-12, S-4, E-8, W-5] Goblins (1-4) arguing over the body of a dead elf, deciding who gets which parts.
- 7) [D, N-11, S-3, E-5, W-9] Kobolds (2-5) in the middle of setting up a blade trap on the west door.
- 8) [D, N-13, S-9, E-9, W-6] The east door is trapped, a blade will slice down when someone goes through.
- 9) [D, N-11, S-8, E-7, W-8] There is a small fountain in the middle of the room, the water is clean, but somewhat salty. There are 2-5 Kobolds here guarding the fountain.
- 10) [D, N-14, S-5, E-12, W-11] Zombies (1-3) attack anything that comes in the room but will not leave this room.
- 11) [D, N-16, S-7, E-10, W-18] A nearly dead man in the corner babbling about the coming darkness. He will speak of nothing else and will not leave the room. He has not eaten or slept in days and will not allow anyone to help him.
- 12) [D, N-15, S-6, E-13, W-10] This room is magically dark. There are several slimes and oozes sliding along the walls waiting for someone to touch them.
- 13) [C, N-17, S-8, E-Special, W-12] Only by using a spell to go through the east wall can room 20 be accessed.
- 14) [D, N-4, S-10, E-15, W-16] Skeletons (1-4) attack anything that comes in the room.
- 15) [D, N-19, S-12, E-17, W-14] Orcs (1-4) arguing over their plan of attack to take the fountain the kobolds are guarding in room 9.
- 16) [D, N-18, S-11, E-14, W-17] This room is magically dark. There are several slimes and oozes sliding along the walls waiting for someone to touch them.
- 17) [D, N-8, S-13, E-19, W-15] Hobgoblins (1-3) Relaxing on some furs in the corner, gnawing on what looks to be a human leg that has been cooked. There is a human chained in a corner missing a leg.
- 18) [D, N-3, S-16, E-19, W-16] There are bones scattered all over the floor of the room. There is a cold wind circling this room, it drains the life out of anyone who spends time in here, it will completely drain the life from a person in less than an hour.
- 19) [C, N-4, S-15, W-18] There is a huge rat nest (2-12 rats) in the east wall of this room, the rats will attack if anyone disturbs them.
- 20) [A, No exits] On a pedestal in the center of the room is a portrait of a woman with a single red rose in front of it.

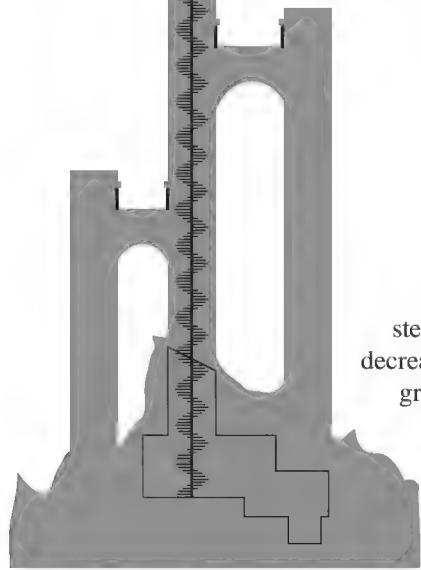
NOTE: Should the players attempt to mark the rooms, they will find their marks altered when they return to a room.

GREAT LUNAR STARCASE

BY J. WALTON
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the moon



Golden Monastery at
the Roof of the World

A

normal
gravity

A

B

zero
gravity

steadily
increasing
gravity

C

zero
gravity

steadily
increasing
gravity

B

C

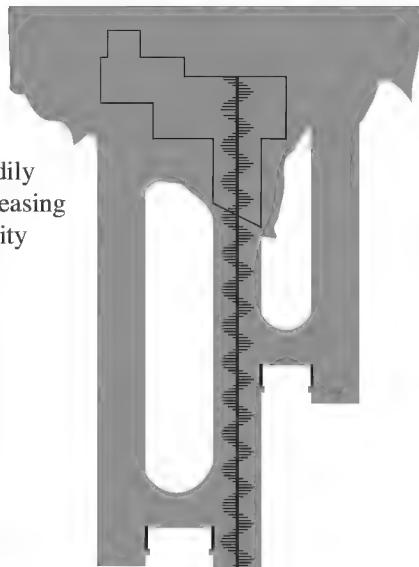
D

steadily
decreasing
gravity

D

normal
gravity

(or slightly
reduced lunar
gravity)



Ivory Citadel of the
Lunar Imperatrix



Alt-Reality Presents...

THE BANDIT MINE

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by Jordan Penny

Hello, gentlemen! The name is Cecil Dallas, part owner of Western Rail and Bond. Pull up and let me buy you a drink, see if we can't find you a job. I'm sure ya'll have heard of the Howard "Howlin'" Harlin band of misfits. They've gotten mighty good at robbing our trains heading back East from California, and my execs are getting on my heals to shut off this drain of gold they're creatin'. But what most people don't know is they've set up home in an old coal mine, one where we dug a little too deep. Word around town is they've got their hands on some spooky stuff... But I'm sure none of ya'll will have to deal with that. We need a band of brave men to storm their holdout when we lure the gang out into a trap. That's where you come in. Recover some of our lost gold, and we'll make it worth your while!

Description of Rooms

A-1 - Entrance. Well lit with several lanterns hanging from the ceiling. Including the one entered, there are five doors. It is square and professionally cut. There are two tables parallel to each other in the room. One is empty, the other has three plates of food half eaten along with three candles, left as if they left in a hurry. No enemies. No treasure.

B-2 - Storage room. Square with roughly cut walls. Slightly dim from only two lanterns hanging from the ceiling, which is only a foot above the adventurers heads. Mostly mining equipment, but also sticks of dynamite.

C-2 - Square with rough walls. Very dim, one lantern sitting on a table in the center of the room. Water drips in the corners and you can hear running water in the distance. There are three outlaws. A small trunk under the table has a little bit of black powder and lead balls. The door to E-3 is hidden and requires careful examination of the walls to find.

D-2 - Large circular room of well sculpted walls. It is nicely lit with torches placed evenly around on the wall. In the center of the room is a stone well, which has swiftly moving water running at the bottom of it. On the edge is a bucket. There is one outlaw here and two mean dogs. In the corner is a steamer trunk containing expensive china and various other high end items, including an expensive looking small revolver with pearl handles.

E-3 - Small round room, pitch black. Contains jars of gold dust and a couple bags of gold coins. 15% chance also of finding an auto-loading pistol with ammunition.

F-3 - Finely cut rectangular room, well lit. A living quarters for the outlaws. Various personal trunks stand before beds, although they are all locked. There are two outlaws here, asleep.

G-3 - All doors leading to this room are locked, but made of cheap wood. Neatly cut with double thick walls, it is the outlaw's armory. Most of the weapons are gone, but there are some cheap looking .45 blackpowder pistols and a few military carbines. There is some powder, lead and cartridges. 10% chance of finding a Gatling gun, and 25% chance of it in functioning condition. Two slimy, catfish-like creatures are left chained to guard the place.

H-3 - A large open area where different levels of mining have taken place. The walls are uneven from pickaxe use. A line of rails runs through the center of the room, up through the hallway connecting it to A-1, and down to the lower floors. There are several (5) outlaws here, along with three mean dogs.

I-4 - A small circular room, freshly made. It is more of a landing in between the staircase that goes from A-1 down to J-5. Two outlaws are waiting, having heard the commotion.

J-5 - A long with low ceilings where active digging takes place. Before mining equipment had been apparent, of a typical selection, but here the equipment seems strange. Odd contraptions are used to dig deep holes in the walls, while motorized shovels take off greyish substance that is visible. When touched it feels warm, like there is fire in the center of it. Although there are only two outlaws here, they have at their command strange goblin type creatures. There are eight of these.

K-4 - The doors leading to and from this room are boarded shut. However, something from the inside has been pounding against them, so the doors are coming apart. Inside it looks like a new shaft where they mined for the greyish material. There are the same machines as before, coated with a layer of dust and grime. Inside is a miniature hoard of the goblin creatures, armed with homemade spears. There are also more of the catfish-like creatures.

L-4 - Brightly lit and rectangular, this is the kitchen of the mine holdout. Several tables are aligned in the center of the room with a big hearth in the corner. The cook is here, along with two adolescent helpers. Along the walls are barrels of various dried foods.

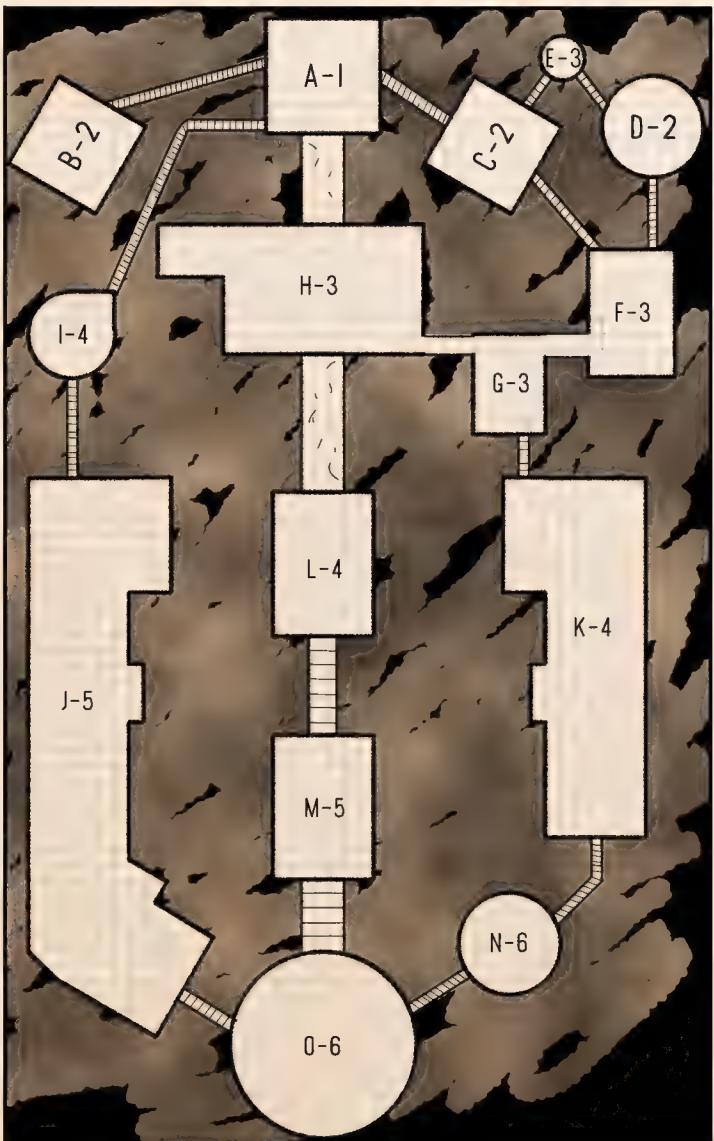
M-5 - This is the dining chambers. Long rows of tables go from end to end. Large lamps hang from the ceiling, and the room is empty.

N-6 - A neatly made round room, this is the personal chambers of the outlaw Howlin' Harlin and his second-in-command and wife, Jessy Harlin. Although empty of people it does have the pairs beloved greyhounds. There are various personal treasures of great value, from their exploits. The door leading to O-6 is locked shut.

O-6 - Everything else in the mine accumulates in this. The round room has high vaulted ceilings and a raised step all around the edge. In chests are piled gold coin, banknotes and a haul of the greyish material they had been mining. Here also are the two outlaw bigshots, ready to take you all on.

Random Events and Monsters

Extra Outlaws	65% in all areas	Mutated Mole	35% in I - O	Sink hole	12% in all areas
Slimey Catfish	50% in I - O	Giant Worm	15% in J - O	Ceiling Cavein	6% in all areas
Armed Goblin	35% in I - O	Staircase Collapse	8% in all staircases	Box of Silver	30% in all areas
Mean Dogs	75% in all areas	Small Box of Gold	35% in all areas	Coal Gas	7% in lower
Mutated Bat	45% in all areas			Miner Ghost	2% in all areas



KEY

One square equals roughly 2' x 2'
Stairways between rooms M-5 and O-6, D-2 and F-3 have an 80% chance of being collapsed.

A-1
Room Storey,
Letter descending

1: It looks like the villager's information was correct, and there is indeed an underground passage through the mountain. As you enter the cave and your eyes adjust to the darkness, you see a crude wooden sign nailed to the wall that reads "PAY THE TOLE" and a goblin sitting, hands folded together, at a wooden table.

2: The hideous goblin smiles as you approach. "Hullo," he says in obviously memorized common. "Yer monics and yer weeponz or yer lifes," and then waits, grinning expectantly.

~THE UNDERGROUND RIVER~

~THE GOBLIN'S TOLL~



7: Blood trails upon the floor lead to a small gap in the wall. Looking in, you see two **goblin skull-cleavers** struggling to stuff a body down a hole in the floor. They stop what they are doing and draw their weapons, leaving only two feet sticking out of the ground.

8: The body seems utterly lodged in the hole. He won't be going anywhere any time soon. But those sure are nice boots and he isn't using them anymore...

9: As you pass, a small square seam in the stone catches your eye. Lifting it, a square portion of the floor flips up, revealing a small carved-out hole in the ground and one very frightened goblin mother holding an infant. "Pleeeeze," it says.

10: Two **cave sharks** swim about in the water, obviously alerted to trouble up top. They look hungry and you doubt they'll let the boat pass untroubled if they are unfed. Looks like you'll have to pay a toll anyway, in a manner of speaking.

11: A small boat bobs up and down in the still water. It will be a tight fit.

3: Four **goblin warriors** turn to hear the source of the noise and let out shouts upon seeing you. They do not look welcoming.

4: You spy three stacked barrels marked "DYNAMITE" in the corner. A well-placed fire spell or lit arrow might turn the tides, if that is indeed dynamite...

5: Two **goblin sharpshooters** poke their heads out from behind their cover, let out a "Yip, yip!" and notch arrows into their bows.

6: In the corner, chewing on bones that are almost certainly human, sits a massive worg. From above, a goblin shouts a command and leaps from the ledge, landing atop its back. With a scream from the goblin upon its back, the worg rears onto its hind legs and howls. The **goblin worg-rider** readies himself for a charge.

Cartography by Joshua A. Bennett, a.k.a. Reckless Enthusiasm. This map is licensed under the Creative Commons Attribution-Share Alike 3.0 license



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Down the Gullet of the Space-God!

By Joshua LH Burnett

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Introduction

After witnessing the birth and death of countless universes, the mighty space-god **Kosmo**, Smasher of Suns, and Pulverizer of Planets, has died. Even now his body drifts through the void of darkest space. Every faction in the known universe, from governments and gangsters to wackos and warlords, wants to claim his body. The Intergalactic Brotherhood of Celestial Guardians has entrusted your heroes with the task of entering Kosmo's corpse and retrieving the core-consciousness from his brain so they can forge a new space-god. The balance of the universe is in your hands!

Kosmo's corporeal form is that of a giant humanoid dressed in baroque space armor. He lies in repose now, drifting silently through space. His body is impervious and indestructible even as it is slowly consumed by the flickering Godfire within. The only way into His body is through His mouth. Any other means of entrance is disturbing to contemplate and useless to try. Kosmo's innards are not flesh but cosmic ur-metal. It's a Kirby-esque nightmare of technorganic machinery and dying synapses still sparking with Godfire. Kosmo's body contains its own atmosphere for reasons beyond comprehension and gravity determined by the heroes' collective understanding of "up" and "down."



God-Seed Exposure Table

1	You cease to age, becoming immune to disease, hunger, and the ravages of time!	4	You spawn 1d6 identical duplicates of yourself, at least one of whom will be evil!
2	You become hideously mutated!	5	You evolve to a being of pure energy!
3	You become insane!	6	You gain incredible superpowers!

1) Gullet: This passage leads from Kosmos' gaping mouth to his stomach. Watch the teeth! It's wide enough for the entire team to walk side-by-side. Due to gravitonic peristalsis, the heroes can enter through the gullet but cannot exit. They need to find another way out.

2) Stomach: The nuclear fires of Kosmo's stomach are where he digested comets and star dragons. A narrow metal catwalk spans the fire-pit. Once the heroes are half-way across, they are attacked by **atomic enzymes**, which resemble fire-breathing space-bats.

3) Immuno-Factory: The machinery of Kosmos' immune system still feverishly produces **cosmic leukocytes**, which resemble crystalline blobs that shoot lasers. The heroes are invading organisms and will come under fire. The immuno-factory continues to create more leukocytes each round until the heroes shut down the machinery.

4) Heart: Kosmo's giant, ruby heart is fractured and fills the room with blood-red light. **Repair spores** futilely try to patch it up. They ignore the heroes unless they try to interfere with their work. Tapping into the heart through science or psionics will give the heroes a map of Kosmo's body.

5) Right Arm: The mechanisms for Kosmo's plutonic destructo-beams are housed here. Plasmic **fusion elementals** escape from the cracked reactor and attack the heroes. The heroes can salvage valuable cosmic fuel rods from the wreckage.

6) Left Arm: The mighty computers of Kosmo's celestial radar are located in his wrist. Heroes can hack into the celestial radar and observe any point in the universe—any point. Observant heroes will notice several rival spaceships converging outside Kosmo.

7) Head: Kosmo's giant crystalline brain houses his core consciousness. Heroes must hack into the brain through science or psionics to retrieve the consciousness. Each hero is assaulted by a **mind phantom** that tries to eat his or her memories and personality until nothing is left but a hollow shell ready to receive the dead god's mind.

8) Loins: A pool of luminescent quicksilver sits in the center of this spacious chamber. This is Kosmo's God-Seed. Any hero who comes in contact with the God-Seed must roll 1d6 on the **God-Seed Exposure Table**.

9) Legs: The heroes can exit Kosmo through the exhaust ports of his interstellar rocket boots. They need to avoid the explosive dangers of the combustion chambers. Once outside, they are immediately confronted by a rival faction of Kosmo-looters.

For the QAGS statistics of the monsters within Kosmo, go to:

stegosaurusstudios.blogspot.com/2011/03/kosmo-monsters.html

The Tomb of the Traitor King

One square = 5 feet



- ① - Tomb Entrance
- ② - Antechamber
- ③ - Western Tower - IF
- ④ - Eastern Tower - IF
- ⑤ - Western Tower - 2F
- ⑥ - Eastern Tower - 2F
- ⑦ - Inner Crypt
- ⑧ - Western Loculi Chamber
- ⑨ - Eastern Loculi Chamber

Encounter Information

MM - Monster Manual

Encounter 1 Area ②: This chamber is guarded by two armed cultists (Human Guard, MM1, p.162, Lvl 3 Soldier). Upon the cultists engaging the PCs, the two statues (Stonefist Defender, MM2, p.143, Lvl 2 Skirmisher) on adjacent ends of the room come to life and assist the cultists in protecting the crypt. Treasure: Upon searching, the PCs find two garnets valued at 35 gp each.

Encounter 2 Area ④&⑥: This tower is barred from the rest of the tomb and houses undead protecting the key to the Inner Crypt. Located on the first floor are four zombies (Zombie Rotter x 2, Zombie x 2, MM1, p.274, Lvl 3 Minion, Lvl 2 Brute) and on the second floor are four skeletons (Decrepit Skeleton x 2, Skeleton x 2, MM1, p.234, Lvl 1 Minion, Lvl 3 Soldier). After two turns of combat, the skeletons amble their way to the first floor. Treasure: On the second floor are several chests containing 250 gp worth of various precious valuables and a 3rd level magical item.

Encounter 3 Area ⑦⑧&⑨: Within the Inner Crypt, the High Priest Balael (Human Mage, MM1, p.163, Lvl 4 Artillery) and his congregation of eight acolyte cultists (Human Rabble, MM1, p.162, Lvl 2 Minion) are deep within the ritual to raise the Traitor King. On each side of the altar are two undead guardians (Dread Protector, MM3, p.74, Lvl 3 Soldier) staring half consciously off into the distance. Treasure: Within the sarcophagi of the king and his concubines, the PCs find a 2nd level magic item and a 3rd level magic item. As well, on the corpses of the cultists you find various valuables totaling 125 gp.

An Adventure for 2nd - 3rd Level Characters

Cartography and Design by: Julien Johnson

Clockwork Invasion: Uraniborg!

A One Page Dungeon Adventure by Justin Colussy-Estes
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In the late 16th century, the astronomer Tycho Brahe built the world's most precise and comprehensive scientific observatory, library, and alchemical laboratory rolled into one. It was the castle Uraniborg, built on the Isle of Hveen, and accessible by boat from Copenhagen. In 1601, the castle was destroyed. The players are here to find out why...

Setting: The smouldering remains of the Uraniborg laboratory castle, and the nearby underground observatory Stjerneborg, are located on the Isle of Hveen off the coast of Copenhagen. Historically, they were destroyed by fire in 1601. For the sake of this adventure, this fire was due to experiments in Astronomy and Alchemy, which led to an explosion that ripped a hole between this world and the world of the Clockwork King. He is now attempting to send his army of automata through the rip. As a Clockpunk adventure, it is suitable for transposing to a fantasy world, or a science-fiction-y, real-world 16th c. setting.

Isle of Hveen—There is a market, but no other gathering place. Farmers who live on the island keep to themselves. They hate the astronomers of Uraniborg; they were serfs to Brahe. However, recent events have spooked them. Reaction to outsiders (d6): 1-3—Hostility; 4—Distrust; 5—Wary, but will talk (1 rumor for money); 6—Guarded Friendliness (2 rumors or other information)

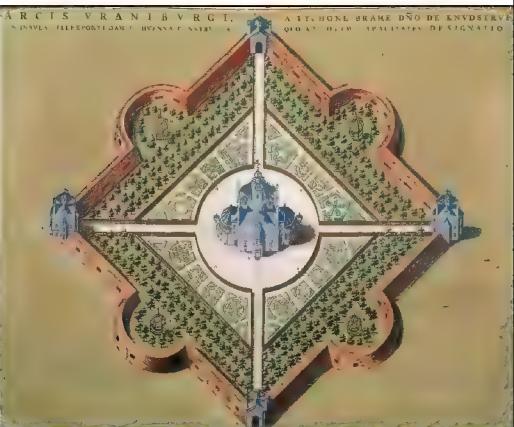
Rumors: 1) "The devil has made his home in the castle!" 2) "The astronomers have made clocks that run amok in the gardens of Uraniborg." 3) "There is an underground donjon where they torture people, and worse." 4) "At night, spirits roam the island." 5) "The astronomers bespelled visiting kings and royalty." 6) "God destroyed the castle to punish them!"

Stjerneborg—On the road to Uraniborg lies this underground observatory.

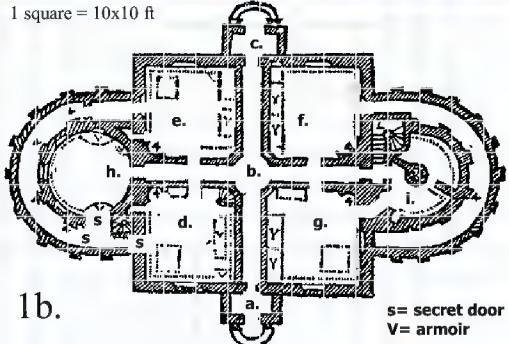
- Castle Grounds (2b):** The surrounding wall is 5' high. The astronomical instruments and statuary above ground have been transformed into automata. Getting within 1 square of any of the markers on the map elicits an attack.
- Castle Interior (2a):** The 5 roofs to the crypts are removable for night sky viewing and calculations.
 - a. Entrance.** Stairs going down.
 - b. Main Room:** A hypocaustum, or heated room to prepare observations and study results. The automata have turned it into a lab for transforming living creatures into clockwork minions.
 - c. & d. Small Amphitheaters:** These crypts house various astronomical devices, surrounded by seating for observation.
 - e. Celestial Globe:** This room houses the largest map of the heavens constructed to date. Over a thousand stars, planets, galaxies and comets are detailed with exact precision on the silver and brass globe. This instrument is worth a small fortune.
 - f. Large Amphitheater:** The biggest crypt houses an enormous equatorial armillary sphere made of steel and brass. 3 astronomers cower here in complete darkness, having barricaded themselves within. The groundskeeper is with them, and has been driven mad. He believes that the explosion and subsequent invasion is an assault from hell, and he plots to sacrifice someone on the armillary sphere in hopes to appease the spirits.
 - g. Mid-Sized Amphitheater:** The 4 people barricaded in the (f.) Large Amphitheater have access to this room as well. The side room is a pantry and storage room.

List of illustrations*:

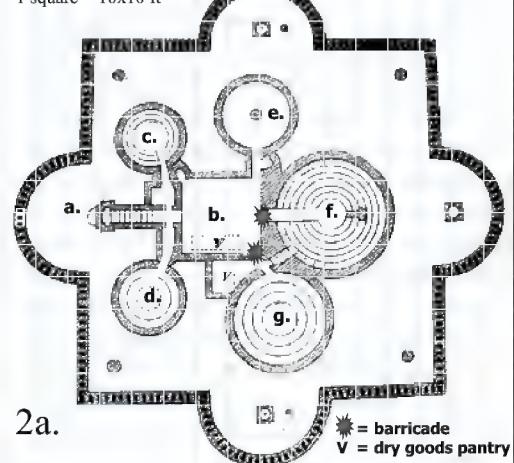
- Uraniborg and environs before explosion
- Map of Uraniborg's ground floor, after explosion
- Map of Stjerneborg, or "Star Castle," Observatory
- Stjerneborg underground observatory as seen approaching from the West. (note: illustrated person not to scale)



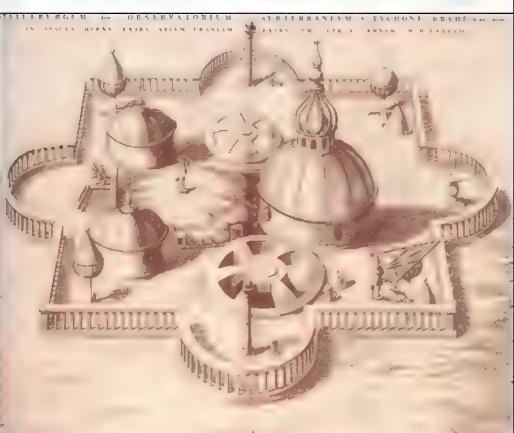
1 square = 10x10 ft



1b.



2a.



Uraniborg Castle—During the day, automata are focused on preparing for the oncoming army, but at night they roam the island to transform the living into clockwork minions. Those transformed by Clockwork are like zombies with metal gears and brass fixtures attached to them. They have limited purpose (servant, soldier, etc), and resist distraction.

Castle Grounds (1a): The 10x10ft. Gatehouses, located North & South, are entryways to the castle grounds. Their upper floors house guard dogs with clockwork appendages for standing and wielding weapons. The East structure is *Servants Quarters*. Three transformed clockwork servants remain. They will ignore any who enter, but will "scream," releasing a small cuckoo bird from their mouths if interrupted from their duties. The cuckoo will sound the alarm, bringing 1d6 soldier automata. The West structure is a *Printing House*, currently being dismantled for parts by 10 small insectoid automata. There are 4 Gazebos (NW, NE, SW, and SE corners) which have been transformed into windmills. Various automata run in and out—these windmills harness power for the automata—destroying these cuts them off from their power supply. The inner gardens are a maze of alchemical and medicinal herbs and flowers. There is a 1 in 6 chance that any given geometric patch of garden holds some kind of clockwork: A hive of transformed clockwork mice, a vampiric clockwork plant, a host of tiny flying automata, etc.

The Ruins (1b)— The roof is gone. Everything stands exposed from above. The walls are burned, but brick. The Western tower is nearly destroyed, but rubble blocks all entry to the castle except through doors a. or c. Any heavy weight or violent action within Uraniborg castle has a 1 in 6 chance of collapsing the wall or floor.

- a. Entryway:** Piles of scientific instruments and scrap metal lie here.
- b. Hallway:** A dozen rabbit-sized automata prepare the hallway to support the anticipated army and its supplies.
- c. Rear Entryway:** See (a.) Entryway
- d. Master Bedroom:** Stairs in the NE corner go up. A pantry-sized door leads to steps to **Downstairs**. A secret door leads to a passage between the library and the outer hallway.
- e. Guest Bedroom:** 13 transformed clockwork crows, messengers for the Clockwork King, stand silently around the room.
- f. Guest Bedroom:** A little girl hides under the bed. She won't let go of a very shiny object—a brass and crystal compass (the circle-drawing tool). It keeps her invisible to all automata, and can be used against them as a weapon.
- g. Dining Room:** An enormous brass sextant from the floor above has fallen. 2 diners lay dead, crushed beneath it.
- h. Library:** Approximately 1 foot of the floor's outer edge remains, the rest is a gaping hole. All who fall through end up in the alchemy lab (see **Downstairs**). The secret door leads to the outer observatory hallway and the Master Bedroom (d.).
- i. Kitchen:** Stairs lead up (see **Upstairs**) and down. Below is a 2x2 pantry basement filled with food and stores. Additionally, there are many herbs, poultices, and plants gathered from the gardens that have medicinal and alchemical uses. A door in the western wall leads to the alchemy lab (see **Downstairs**).

Upstairs: Rare astronomical instruments, precariously balanced on the remains of the 2nd floor, are visible from the main floor below. Automata teem over their surface, stripping them for material or transforming them into more automata.

Downstairs: Stairs from d. lead to remains of the alchemy lab (3x3) below. This is the source of the explosion. Nothing much of the lab remains except a growing tear in space. Longomontanus, the astronomer who caused the explosion, sits below the tear. He is the epicenter of the rupture, and his life is tied to its existence. If he dies, the gap collapses, the Clockwork King's army cannot get through, and all automata in this world are trapped. The 13th Pneumatica of the Clockwork King, a powerful silver automata with the head of a gyroscope, attempts to maintain and enlarge the rupture; he spends most of his energy keeping Longomontanus alive, as well as cajoling his automata minions into bringing him material to expand the gap and give the army access to this world. He still has enough energy and attention to attack intruders, however.

* A note on the maps: These are actual maps and illustrations of Uraniborg and Stjerneborg dating back to the 17th century. They are in the public domain, and copyright free. Here are links to them, should you want to see them before my tweaks: [Uraniborg illustration](#), [Uraniborg map](#), [Stjerneborg map](#), and the [Stjerneborg illustration](#), although I kept as much the same as possible. Also, here's a link to the isle of Hven you might find additionally useful. Finally, here's a few links for some fun historical bits if you want to drag Brahe, Kepler and the gang into your adventure.

Horror Comes to Haddonfield

A One-Page Horror by Kelvin Green (thekelvingreen@gmail.com)

v1.0

When the village of Haddonfield discovered that the wizard Langenkamp was engaged in dark magic, they raised a mob and burned down the old windmill in which he dwelled. With his dying words, Langenkamp laid a curse on the villagers who sought his doom, a curse which would have come to nothing had Cropsy, a young farm labourer, not sneaked into the mill for a nap and been caught in the conflagration. The death of an innocent provided the mystic fuel for the curse, and now the people of Haddonfield are trapped with no hope of rescue.

A thick cloud of grey smoke envelops the village, confusing the senses and preventing the villagers from leaving; any attempt to do so has them going in circles, always returning to the village. Worse, it conceals unnatural terrors generated by Langenkamp's curse.

The Burning Man

This is Langenkamp himself, reincarnated as a wraith-like being engulfed in an ever-burning flame. He prefers to torment victims from a distance but is capable of close combat if necessary. He cannot be banished or killed in his present state, but if Cropsy's remains were discovered and given a proper funeral then Langenkamp would be weakened, and he might then be banished or given a final death. Langenkamp wanders the village at random, cackling as he sees his work being done; roll 1d6 each hour and compare to the numbered locations below to see where he appears.

Blackened Things

Similar to zombies, these are what's left of the villagers, burned and twisted into unnatural and almost unrecognisable shapes by Langenkamp's magical fire. They use the mist as cover, achieving surprise 50% of the time. There is a 20% chance of an encounter with 1d3 Blackened Things in each location, rising to 60% if the Burning Man is also present.

A: LaVerne's Orchard

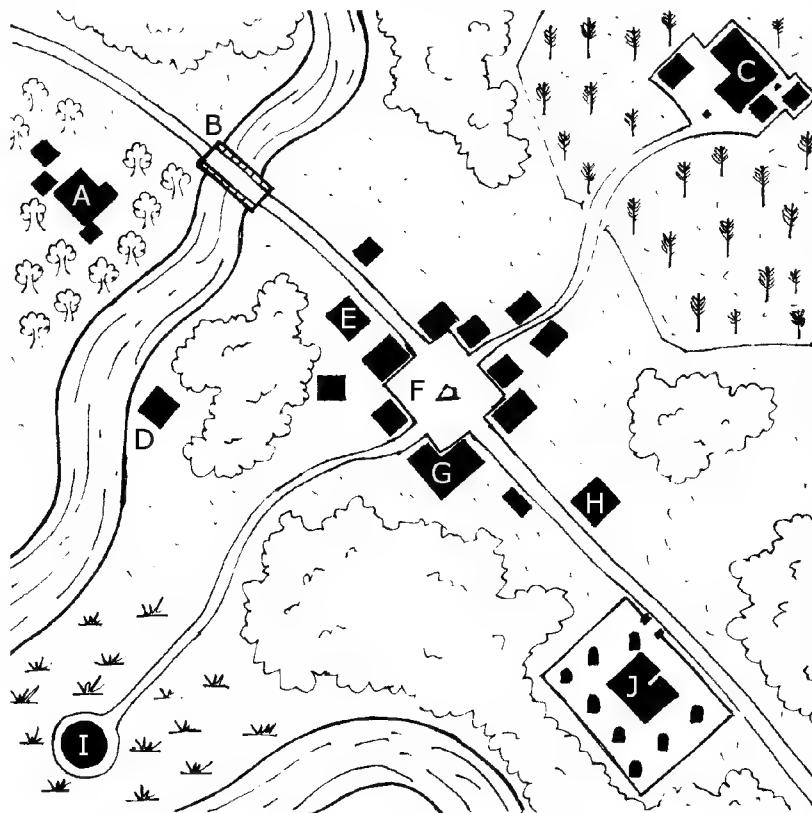
The house is empty, with the doors smashed and clear signs of a struggle within. In the orchard itself, the ghost of a young man appears at night. He puts down his tools, stretches, then makes his way to the windmill, where he squeezes through a small window into the mill's basement. If the ghost encounters the Burning Man along the way, he fades away into nothingness and reappears at the orchard the next night.

B: Bridge

A simple stone arch bridge. A single leather boot -- left, adult-sized but smallish -- lies abandoned in the centre of the bridge's span.

C: Fremont Farm (1)

The home of Anton and Cloris Fremont is boarded up, although the couple are still present and refuse to leave. The surrounding corn fields are patrolled by four small, agile scarecrow-like things fond of hit-and-run attacks. Anton helped to kill Langenkamp in order to protect his five children, and in return the curse has turned them into the creatures roaming the fields. Cloris killed one and saw it turn back into one of her sons, and will now prevent any further attacks on the monsters.



D: Fisherman's House

The barricaded home of Stefan Benchley. Some of the planks blocking the front door have been pulled away from within. Benchley himself is on the floor of the simple two-room dwelling, dead from asphyxiation; close inspection reveals gills on his neck, the effect of Langenkamp's curse.

E: Smithy (2)

Ashton Scott the smith did not take part in Langenkamp's lynching, nor did he attempt to stop it. As such, the curse has stripped him of his sight, and

Langenkamp delights in sending Blackened Things to bang and scrape on the walls of the smith's home and workshop.

F: Village Green

In happier times a gathering place for outdoor events, now deserted. A stone sits in the centre, carved with the date of the village's founding and half-covered in a dark brownish-red stain which appears new.

G: Haddon Manor (3)

A large wood and stone house. The front door is ajar, and a large suit of armour stands in a display case in the main hall. Although it is polished and well-maintained, it is clear that the suit has seen much use. Beside it in the case is a huge broadsword in a similar condition. Upstairs, in the main bedroom, Hallek Haddon lies on the floor near the door, alive but emaciated, withered and paralysed by weakness, his punishment for his part in Langenkamp's death.

H: The Dog and Bastard (4)

A creaky sign shows a mangy hound being kicked up the arse by a miserly old man. The building's windows and doors

are boarded and barricaded, and lights can be seen within. A group of adventurers -- led by the warrior Foree and the magician Neville -- have occupied the building in the absence of the innkeeper. The group have been unaffected by the curse as they arrived after the lynching, although they cannot leave the village and two of their number have since been taken by the Blackened Things. They estimate that they have been trapped in Haddonfield for at least ten days, although the smoke makes the passage of time difficult to judge.

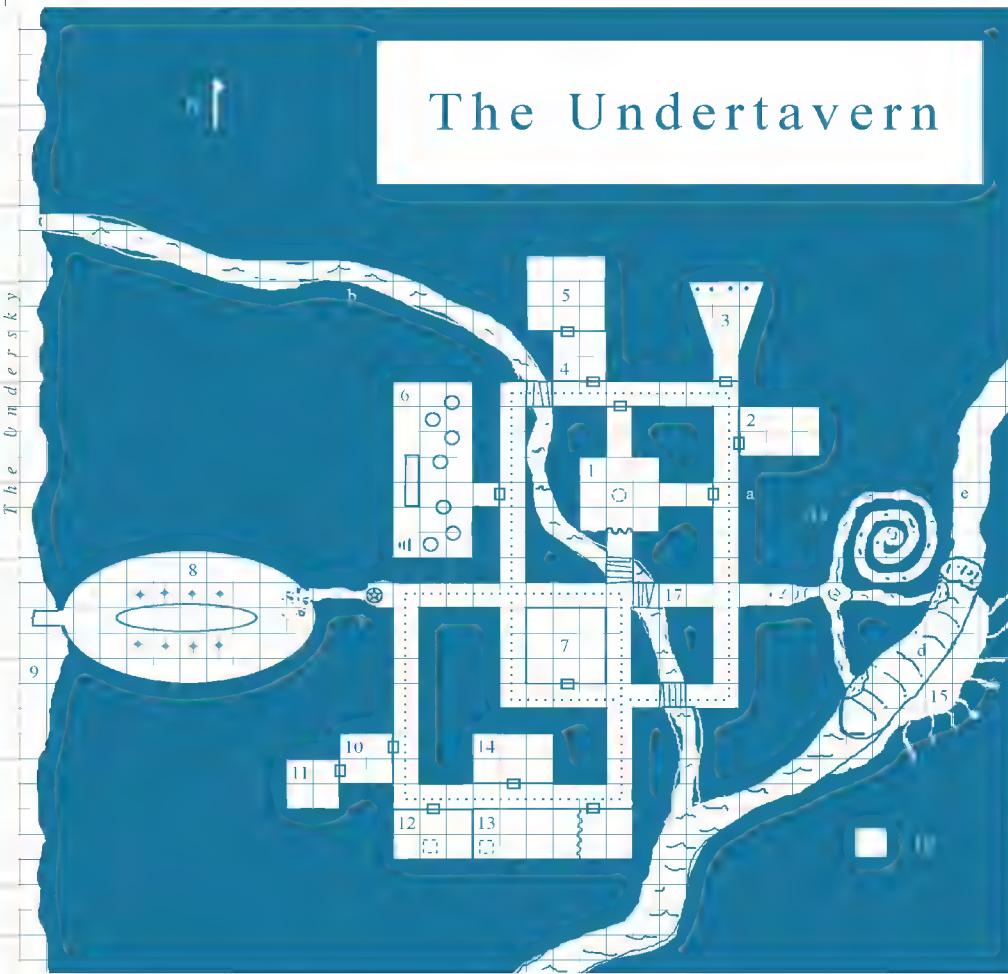
I: Windmill (5)

The upper levels of this stone structure are a blackened ruin, although the walls of the ground floor are relatively intact. A charred skeleton -- what remains of the wizard Langenkamp -- lies curled on the floor near the front door. The cellars have survived best, protected somewhat by the dampness of the surrounding marsh, but this was not enough to protect Cropsy, who succumbed to the heat and smoke as he attempted to escape. Langenkamp is reluctant to interfere with the corpse, but has left 2d3 Blackened Things to watch over it.

J: Temple (6)

The doors have been torn from their hinges, but the temple itself remains whole and consecrated as Langenkamp and his Things cannot enter. A bloated monster roams the surrounding area, a greyish-green thing somewhere between a dog and a boar and standing on its hind legs. Torn white rags cling to the beast, and a silver holy symbol can be seen on a chain around its neck. Village priest Max Friedkin led the mob in the name of his deity, and the curse has transformed him into a necrophagous beast that cannot leave the temple grounds, but also cannot enter the temple itself.

The Undertavern



John Jentilman owns the Two Moon Tavern, a cheerful if simple establishment. Always an odd sort, he constantly complains about rats in the cellar of the tavern. After coaxing the party into helping, he ushers them through the iron cellar door . . . and locks it behind them. Trapped in a bare room with a well in the center of the floor, they must seek a way out of their predicament. (well leads to 1)

Wandering Monsters

- 2-3 1d6 Dollfolk
- 4-5 1d6 Forsaken
- 6-7 Titch (if not encountered, see 17)
- 8-9 Giant Beetle
- 10-12 The Gulo Cometh

- a The Course. A track is carved in the stone floor. The Gulo is here: a ghoul bear collared with a chain leading to a bolt that runs in this track. This hairless, white thing is ravenous, on a 1 in 20 it breaks the chain trying to reach food, 1 in 6 if on one of the wooden bridges. Its chain can be heard scraping in the track from far away. Gulo: HD 5; AC 7[12]; Atk 2 claws (1d3), 1 bite (1d6); Move 12; Save 13; CL/XP 5/240
- b Slow, muddy river. This gives the whole area a ripe, earthy smell. It can be accessed by tearing up one of the bridges.
- c Seven foot tall, crude pottery statue in the shape of a rat. Completely blocks passage to 8. Is filled with dead rats.
- d The Beached Behemoth. A humongous grub lodged in the river's course blocking water flow. It has huge oozing wounds next to the passages leading from the West, as if something has hacked its flesh off. Touching or harming it draws Dollfolk (see 15).
- e Following this dry river bed for several hours leads to a gully above ground.

- 1 Two straw dummies of giant rats & what appears to be a straw cloak & hood on the floor. Used to feed it, the Gulo will not attack anyone wearing this.
- 2 Door barricaded from inside. Two warriors have just returned from a failed foray to 15, one mortally wounded (treat as party level +1).
- 3 Giant straw rats tied to posts, peppered with arrows. Closer inspection reveals humans inside, one alive.
- 4 The floor is a foot below door level & completely covered in a writhing carpet of blind baby mice.
- 5 Each wall has two alcoves at face height with wooden doors rigged to open at the same time. One of these contains a Dollfolk (see 15)
- 6 A perfect model of the Two Moons. Customers are replaced with posed, giant straw rats. Stairs are false.
- 7 Filled with the effects of victims past: 1700 gp in goods and coins, a battered suit of plate, & a medallion of ESP which, when used, will overwhelm the wearer with the anguished thoughts of the intelligent Behemoth (see d).
- 8 The Ark. Carved from black basalt, this room appears to be of much older construction. An empty, canoe-shaped, glass vessel is surrounded by invisible, intangible spheres floating at chest-height. Each is filled with a colony of a different social insect: bees, ants, wasps, termites, etc. Disturbing a colony will result in the insects producing a unified hum of a perfect musical note. In order, this produces a scale (Do, Re, Mi, Fa, Sol, La, Ti (Do)). Different musical sequences may have different effects but the following causes the glass vessel to rise up, float, & respond to mental movement commands:
Row, row, row your boat, gently down the stream
C C C D E E D E F G

- 9 The Undersky. Miles in all directions of dark abyss. Luminescence from far, far below looks like stars.
- 10 Empty
- 11 A model of a rat cobbled together from rotting chunks of meat on an iron framework.
- 12 Trapdoor in ceiling. Opening dumps tiny, blind mice. A passage leads to 13.
- 13 The Forsaken. 10 Men, women, & children left to die under the tavern who have lost their minds & become savage. Armed with axes, knives, & swords (treat as berserkers). Trapdoor in ceiling leads to 12.
- 14 Empty
- 15 Lair of the Dollfolk. Six inch humans, perfectly proportioned. Ivory white with huge coal black eyes & knives (treat as kobolds). They treat the Behemoth as a god; anyone approaching or touching it will be attacked suicidally. 1d6 appearing each round.
- 16 Mud Labyrinth. Mud gets thicker & deeper as the spiral progresses. At the center a sinkhole acts as quicksand.
- 17 One of the few places unreachable by the Gulo, a small boy with an iron rat mask bolted onto his head hides here.

- HANGING IN WOLVERINE CITY, CO., POP. 128 -

BURT WILLIAMS WAS MURDERED, AND PAUL GASTON'S GONNA HANG FOR IT. I MEAN, SOMEBODY'S GOT TO, RIGHT?

1b. Potters field

1a. Cemetery: This is where Paul Gaston will be laid to rest, in the corner fenced off from the consecrated space. Burt Williams is here too. Tombstone's a little cheap for a man of Williams' standing, so folks say, but that was what his wife Emma Williams wanted... Who was Mr. Gibb to argue? Poor woman's been through a lot.

1c. Tool shed

← Road out of town

17. Woodward's Blacksmith: Mr. Woodward saw the Sheriff and Frank Chambers arguing about his debts before the murder.

18. Sheriff Culpepper's office

Gaston's Cell

16. Corral: A couple of horses trot about here, one of them a mare. It had been a gift from Mr. Williams to his young wife Emma, but according to Woodward, the young wife declined it, and told him she didn't want him throwing away his money on such things

15. Livery and stables: Stableman (and poor poker player) Barney Foster sleeps in the loft these days. Seems he saw Miss Emma with Sheriff Culpepper a few days back. My goodness, that Miss Emma has a mouth on her, pretty little thing that she is. She said something about money, and that sure quieted the Sheriff down.

14. Gibb Undertaking: The Cheerful Mr. Gibb's already got a pine box and marker for Gaston. Funny, it all cost the town more than what Miss Emma paid for her own husband's funeral.

13. Sawmill. Williams Lumber Company, once owned by the recently-deceased Burt Williams. Everyone here thought Paul Gaston was a good worker, that is until he got drunk and then robbed and killed Burt Williams. Least that's what the Sheriff says.

← Poeville (east)

Designed by Leslie Furlong (jingu.games@gmail.com)

2. Town Parish: Pastor Grayson presided over Mr. Williams' funeral. He was real comforting for Miss Emma in her time of need, hear folks tell it.

3. Schoolhouse: Miss Emma teaches here. Jarrod Daniels, 10, once saw the schoolmarm getting real friendly with Pastor Grayson the other afternoon. It wasn't bible study.

4. The gutted remains of the William's house are a mile or so up the road. Nothing left except ashes, and more than a few Excelsior kerosene cans. Thankfully Miss Emma was at her bible study class with Pastor Grayson at the time...

5. Mrs. Warden's boarding house: Miss Emma stayed here following the fire. Pastor Grayson and the Sheriff both called upon her, so Mrs. Warden says.. Such gentlemen, they were.

6. Bergeron's General Store: Hear him tell it, Burt Williams had his wife order a bunch of Excelsior lamp oil a few weeks back. His wife never said why. She just paid for it and had young Jarrod Daniels pick it up.

7. Doctor Hershey's office: The good doctor witnessed the signing of Mr. Williams' will a few months ago. It gave Miss Emma everything. The lawyer asked a copy be mailed to his office in Majorstown.

8. Wolverine City Hotel & Saloon: The ground floor houses the saloon and poker room, where Gaston was a regular, along with Sheriff Culpepper, Mr. Sparks, Frank Chambers and Barney Foster. Gaston won big the last time. Big enough to talk about moving on

9. Wolverine City Bank: According to Bessie the teller, Mr. Frank Chambers's got a cashier's check for all of Miss Emma's inheritance waiting for her. Oh, and The Sheriff has paid off his debts.

10. Ticket, Telegraph and Post Office: Mr. Sparks has a ticket waiting for Miss Emma. He's got another for Pastor Grayson for the following week.

12. Station platform: Miss Emma will wait here for the 12 o'clock to Poeville the day after the hanging.

Water tower

→ Majorstown (west)

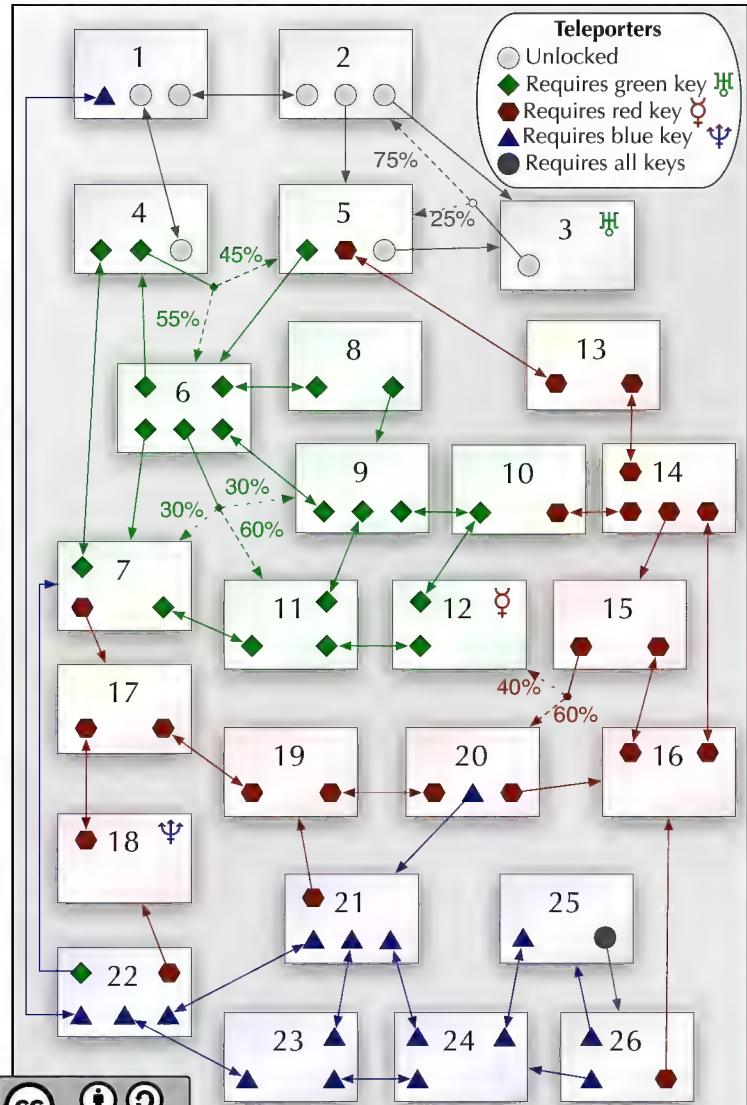
Escape From the Lost Laboratories

During a barely remembered golden age, a cabal of wizards constructed a series of experimentation chambers, scattered all over the world. To protect the public from accidents, great magical effort buried the chambers deep underground, with no connections at all to the outside world. With their intimate knowledge of the details and location of each chamber, the wizards simply teleported in and out of the laboratories, but their assistants and other minions could not. So the wizards connected the chambers with a network of teleportation circles, to allow minions with the proper keys to move about the labs.

The wizards have long since passed and, with them, the knowledge of the lab network. Even the few teleportation circles that would carry their minions into the labs from the surface were destroyed and forgotten. The network remains powerful magic, however, and undulates throughout the world. Occasionally, it malfunctions and "captures" creatures from the surface world, especially when strong magical events occur there. Events like the one that just happened around the PCs, transporting them all into room one...

The teleporters connecting the chambers are easily spotted, circular patterns glowing silver, green, red or blue. The silver circles transport any living creature, but the others require a key of the corresponding color to be held when the circle is activated (though the circle remains active to anyone for 30 seconds after this). Travellers arrive stationary to the destination's frame of reference. Circles give off telltale sounds when used (listed in parentheses). Most teleporters are linked to another, providing two way travel (*wushhh*), arriving on the corresponding circle. Some work in only one direction (*kishhh*); travellers arrive at a random (but safe) location at the destination. Some of the one-way circles are malfunctioning and randomly send travellers to the wrong room (chance listed on map; *liss* for most likely path, *shaaak* otherwise). When this happens, all travelling on that activation of the teleporter arrive at the same place.

The keys are obviously magical, ancient and of unfathomable construction. Once every few years, the network reclaims the keys, wherever they are, teleporting them back into a random room in the network. The PCs are fortunate that the keys currently reside in rooms that will allow them to reach the control room and get home. Others have not been so lucky...



Unlocked Section

1 Unfinished Lab: Water drips in slowly. Next to a corpse in remnants of fashion from last century, a name is carved into the cave floor, followed by "No hope".

2 Item Repair: Bones of over fifty different humanoids are piled among stone work tables, endlessly sifted by the ravenous undead remains of five cannibals.

3 Endless Foundry: Clockwork slowly, but methodically, assembles mechanical beasts from the myriad parts scattered all over. The green key is here, having been used as a central component of the largest of the beasts.

4 Temple to a Magic God: This large cathedral is still consecrated (and quite impressive), but water seeping through cracks has filled it entirely.

5 Fabrication: A large, partially assembled, stunningly beautiful contraption of stained glass dominates the room. The room's air, alas, is no longer breathable.

Green Section

6 Vestibule: Alcoves with exquisitely detailed statues of various spell casters surrounds a long dry healing fountain. Liquids poured into the fountain are purified into pure, fresh water. With enough water, the fountain could work again.

7 Glass Works: A bizarre glass works, with still active furnaces. Active, because the place is crawling with fire elementals.

8 Blast in the Past: Devastated by an ancient magical accident. Remaining stray energy attracts mindless extra planar creatures who now lair here.

9 Demonstration Theater: The devil in room 11 keeps three ogres, who appeared several days ago, here for entertainment. It will likely eat them before they starve. It has corrupted this room into a shrine to its own greatness.

10 Grotto: Magical light sustains an arboretum grown amok, complete with birds. Growing by the red circle, a huge, fireproof, tree-like fungus waits to feed.

11 Alchemy Lab: A devil captured by the network eventually discovered how to work the circles connecting rooms 7, 9 & 11 without a key. Able to teleport on its own, it comes and goes as it pleases. It wants to gain control of the network, but knows only these rooms so far. It is often here experimenting on the elementals from room 7, attempting to unlock more circles. Though it cannot teleport others, it might be convinced to help the PCs, for an obscenely high price.

12 Flight Lab: A plate on the floor instantly transfers everything landing on it to the ceiling, causing it to fall in an endless cycle. The teleporters are on the wall (the balconies around them are long since destroyed). Scattered debris falls forever, including the red key. PCs are likely to be injured by debris until they catch up to its speed (terminal velocity). A few zombies are also falling.

Red Section

13 Conjunction Lab: An imp, once a familiar, was abandoned here. His boredom ended when he figured out, when the stars are right (once every few decades), how to gate in another imp. Now it's starting to get crowded.

14 Trap Proving Grounds: Six chambers in which room traps were developed. Many of them are still armed. The wizards used to give the red key to expendable minions and see if they could reach the teleporters through the traps.

15 Enchantment Lab: A magical fog (condensation of the room's ambient magic) inflicts temporary "confessional insanity". Victims yell out secrets at random intervals. The wide, high ceiling—close to collapse—doesn't like loud noises.

16 Transmutation Lab: Several hundred years ago, a visitor unwittingly activated a long dormant experiment here. Ever since, the direction of gravity randomly switches every few seconds.

17 Human Trials: Years of atrocity in this room created dozens of extremely angry spirits. Millennia of exposure to the room's residual energy allows them to shoot energy out of their mouths.

18 Bestiary: Filled with towering crystal chambers holding Very Bad Things in suspended animation. The blue key is here. Inside one of the chambers.

19 Climate Lab: The air and other elementals who shaped the weather in this vast chamber during the network's heyday change their mood every decade or so. Currently, they like it extremely cold and windy.

20 Targeting Range: An extended family of creatures who can phase through stone has made this vast, columned chamber home for centuries.

Blue Section

21 Time Lab: Ancient experiments have left random pockets of accelerated and decelerated time throughout this chamber. Some are obvious. Most are not. Some only activate when magic items enter them.

22 Council Room: A stone table seating 100 sits at the center of a silver pentagram. Five animated stone enforcers stand opposite each point of the star.

23 Smithy: Magical constructs with very large hammers waiting for years to do what they were built to do: pound things. They've grown a bit...twitchy.

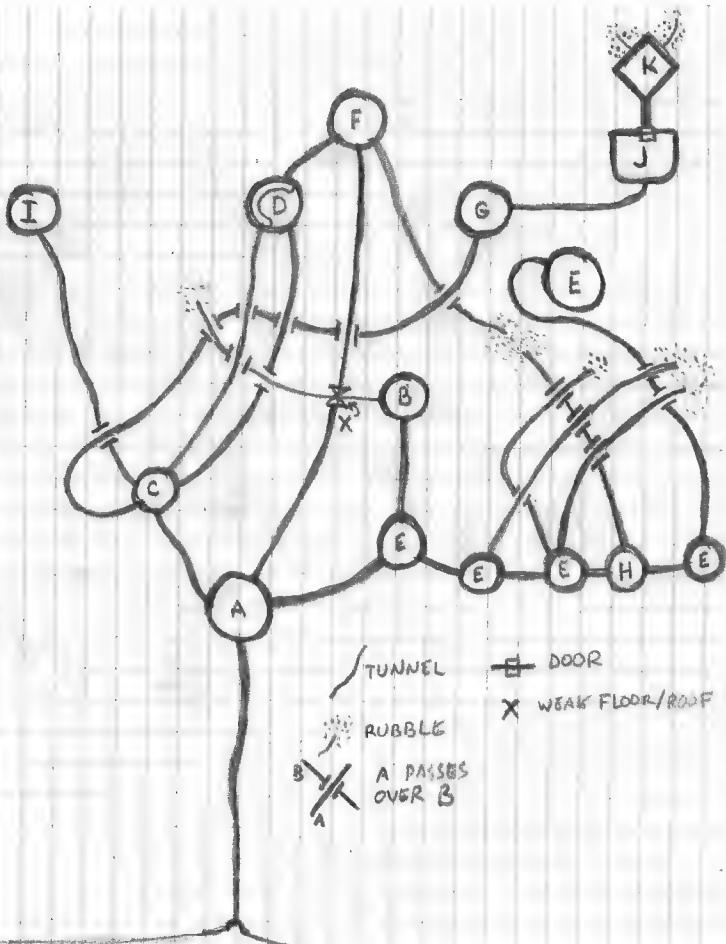
24 Necromancy Lab: A thousand years ago, a not so wise dragon was pulled into the lab and managed to gather the all the keys. She happened to be in this room when the network reclaimed the blue key, leaving her trapped. Her rage and the dark energies of this room combined to turn her into a powerful lich.

25 False Control Room: A convincing (but heavily trapped) facsimile of the network's control room conceals the circle that leads to the real thing.

26 Control Room: A massive, inscrutable device seems to grow out of the rock. If the PC's can figure out how to use the contraption, it will teleport them safely anywhere they want to go.

Maalathiir's Library

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Maalathiir was an ancient sage, his library is legendary for its rare books. The library lies under the ruins of his tower. A system of tunnels dug by giant ants provides access to the library from a nearby cliff side. The tunnels lead to a large antechamber. A door in the antechamber requires a key held by a minotaur that has set up residence in the tunnels. The PCs are hired to search for a specific book in the library.

They are unaware that their employer has sent more than one group to find the book he is after.

Wandering Monsters

Check for wandering monsters when entering a new room or whenever the PCs start spending too much time in one location. Roll 1d6, encounter on 1 or 2

- 1: The Minotaur - roll again if it has been killed - Has the key to the library
- 2: 3 Guards - No treasure, may have mundane items or one flask of healing water from room F
- 3: 2 Guards - 1d4 copper and mundane items
- 4: 4 Ratmen thieves - Will parley to avoid conflict, May even bribe PCs for their safety. 2D6 silver
- 5: Swarm of bats - 1d6x10 small bats swarm around PCs, will flee after 1d4 rounds
- 6: Thief NPC - Badly wounded, will help PCs if they invite him to join. See notes. Roll again if he is already with party.

- Guards can be any creature and level appropriate to the PCs abilities.
- Ratmen are Halfling sized anthropomorphic rats. Treat them like halflings. They are selfish and cowardly but will fight to defend or if they can ambush the PCs. Re-roll future encounters with them, they flee the caves after their first meeting with the PCs.

SEARCHING THE LIBRARY: roll 1d6 per character searching per round. On a 5 they find a book that looks valuable. On a 6 they find the book they are searching for. Books are worth 3d20x10GP, *The Book* is worth the reward.

The tunnels and rooms are carved from sandstone and quite sturdy for the most part. They slope up or downwards as necessary. PCs will need to bring a source of light. All rooms are round, dome shaped and somewhere between 6-10 feet tall unless noted otherwise. Tunnels are wide enough for 2 people to stand and fight side by side and stand almost upright

SCALE: 1 square = 10 human strides

A: The Entrance: A tunnel leads from the cliff face at the bottom of the map into the first chamber. Equipment is scattered about in small piles here. The only weapons available are small daggers or clubs. No armor can be found. There are a couple sacks emptied of their contents. It looks like it all came from a party of about 6 adventurers. PCs may find mundane items but there isn't much of any value. A little extra searching will find the severed paw of a Gnoll. There are no Gnolls in this adventure, unless the DM wants them. The paw is merely a distraction and builds tension.

B: Pile of Books: There is a pile of about 50 books here, enough for the PCs to spend time searching for the book they are after. Use the notes for searching the library, but none of the books are of any value. One or two may have a very low level spell. If they roll a 6, they may decide to head home to claim their reward but the book is worthless and the employer will fire them and refuse to give them a second chance.

C: A Clue, or Warning: A crude drawing in chalk is to the immediate left of the tunnel leading to room I. It looks like a bull's head.

D: Narrow Ledge: This room is taller than the others, it is hard to say because the light sources the PCs are using may not throw enough light to make out the ceiling. A narrow ledge runs around the west side of the chamber and is about 12 feet above the floor below. Only one person can safely work their way along the ledge at a time. Some kind of moderate dexterity test should be done to make sure the PC makes it across. If the test is failed the PC falls to the floor below and takes damage.

E: Empty: These rooms are empty and have nothing of any use in them. Check for wandering monsters

F: Healing Spring: A small trickle of water forms a shallow pool a couple inches deep in this room. The water is cool and tastes of sulfur but it is safe to drink. If it is rubbed on a wound it will burn a bit but will also heal a small amount of HP. It only works once per person. The water can be stored in a flask and will have enough for one more application. The pool only holds 30 or so gallons of water at a time.

G: Playing Dead: If the PCs have not met the thief as a wandering encounter yet, he is in here playing possum on the floor. The thief was with a previous party and has been badly wounded in a fight with the minotaur. He will offer to join the party if they heal him. He will try to steal the book the PCs are after if he makes it to the library with them. He carries a short sword and wears leather armor. He has a duffel bag with a strap he keeps slung over his shoulder. He will ask if the PCs have met the minotaur, if they have the key and will try to ascertain if they know what to do with it.

H: Dead Adventurer: There is a dead body of an adventurer here, picked clean of all valuables. If the thief is with the PCs he will ID the body as one of his former party members.

I: Minotaur's Lair: Roll for monsters but subtract 4 from the die roll. If the result is lower than 1, treat it as 1. There is a rough bed of straw, a fire pit and a pile of rotting, half eaten adventurers here. Under the bodies is a wooden box with 1d10x10 copper, 1d12 silver and 1d20 gold and a gem worth 40gp.

J: Library Antechamber: The tunnel opens into a large room with a single door on the opposite wall. The Minotaur's key will open the lock on the door. It can not be picked, forced or magically opened. The tunnel behind the door is pitch black and totally silent. A permanent darkness and silence spell is cast on this area. ALL sources of light and sound, even magic, will be useless in this tunnel.

K: The Library: This room is the library. It is lit by magic glow-globes that emit a silvery light. Stacks of books are all over the room along with a small desk and a globe of the known world. The books are randomly stored so the PCs must search, use the notes for searching the library. If the thief is with them he will search too. If he finds the book he will try to steal it. PCs can carry 3 books each at most since they are large, clumsy and somewhat fragile. 2 stairways are blocked with rubble and are completely impassable.

X: Pitfall: The westward tunnel from room B passes over the tunnel from A to F. The floor here is weak and will collapse if more than 3 people stand on it at the same time. The Minotaur will collapse it by himself, if he can be tricked into going over it. If the floor does collapse, the PCs will still be able to jump over the hole or make their way through the tunnel from A - F

Tunnel from F to H: This tunnel was connected at one time but a cave in has blocked it. Clearing it by hand is impractical but not impossible. It will take days to do without proper tools. It could be cleared with magic quite easily but there isn't much point.

THE LURE of the JADE THRONE by Mark L. Chance

The Infernal Pagoda, ruled by the White Carnation Clan's tengu ninjas, stands deep within the Eight Blossom Forest, a haunted wood that few ever return from. Higher floors are home to increasingly more skilled ninjas. Kouki Asuka, the clan's leader, occupies the topmost floor. Asuka sits alone in deep meditation except when he entertains important guests from infernal realms. Various monsters, spirits, hungry ghosts, and visitors may be encountered within the Infernal Pagoda. Anyone skillful enough to ascend through the four lower stories to reach the highest floor is then free to sit upon the Jade Throne. For the brief time a mortal bears the throne's psychic energies, he commands power enough to grant himself a single wish. At least, that's what stories say, but those stories are lure enough.

The First Four Floors

1. Audience Chamber. VIPs are met and/or entertained in these rooms.

2 & 8. Guest Chambers. VIPs are housed with comfortable furnishings and many oni masks decorating the walls. Asuka can see and hear through the masks when he meditates.

3. Guest Dining. Meals for VIPs are served in this stylish chamber. More oni masks decorate the walls.

4. Ninja Quarters. Each floor's ninjas live and sleep here. Furnishings grow more luxurious as one moves away from the ground floor.

5. Ninja Training Room. Ninjas must train constantly to stay in fighting form. Think

"ninja danger room".

6. Kitchen & Food Storage. Food is stored and prepared here. The kitchen staff sleeps here when not on duty. Beware their knives that can slice both metal and tomatoes!

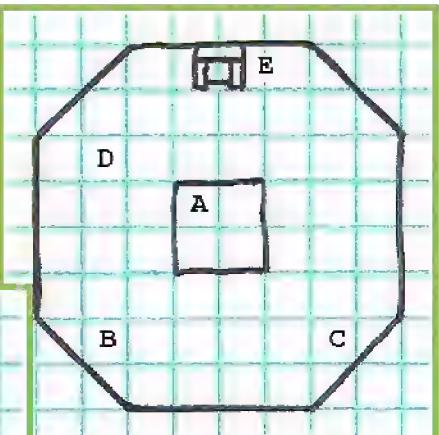
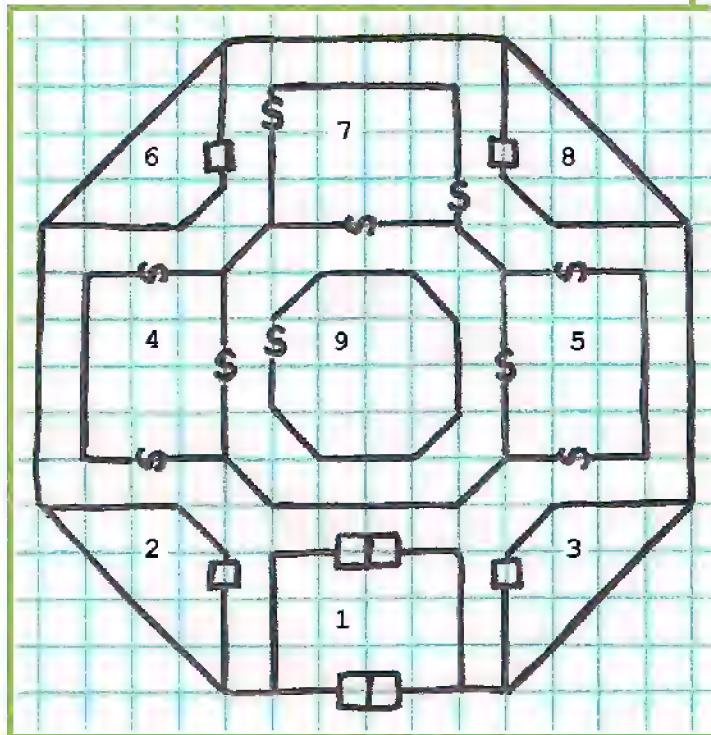
7. Ninja Dining. Ninjas take their meals and relax here.

9. Climbing Ropes. Interior ascent and descent between floors is via silk ropes. Non-ninjas use the veranda stairs outside.

C. Altar of the Oni Lords. An elaborate altar covered with monstrous statues of oni lords dominates this part of the room.

D. Living Area. Askua entertains honored guests in this part of his dwelling.

E. The Jade Throne. Can it grant a wish? If so, and Asuka can use it, can anyone truly prevail against the White Carnation Clan?



RANDOM ENCOUNTERS

1 in 8 if folks are bored

1d12 Result

1	Possessing gaki
2-3	Tsuchigumo mage
4-6	1d6 tengu ninjas
7-9	1d4 VIP visitors
10-11	Hungry oni
12	Infernal vortex

An infernal vortex lasts for 1d6 rounds, and it has a 1-square diameter. Creatures can pass through an infernal vortex to and from the soul-shattering hell it touches.

GENERAL FEATURES

The Infernal Pagoda is a magical place whose interior dimensions don't match its exterior. The floorplans for the first four floors are identical, but the scale varies (see table below). Ceiling height equals floor number times 7.5 feet (e.g., 15-foot high ceilings on the 2nd floor). Stealth-assisting shifting shadows fill interior spaces. Magical light can't dispel these mysterious shadows.

Floor	1 Square =								
1st	5 feet	2nd	10 feet	3rd	15 feet	4th	20 feet	5th	5 ft.

A Hand Full

By Mark Morrison

A Hand Full is a adventure made for 4th–6th level characters.

Background: The adventure takes place in the Dwarven Brewery called "Fullstein Ale"

The owner is a dwarf who goes by the name of Tappy. Tappy was drunk one night at a local pub and was flirting with a night hag who was polymorphed as a "beautiful" dwarven female. Tappy swept the night hag off her feet. When Tappy sobered up and saw her true form, he ran away screaming. The night hag now has come to the brewery to seek revenge. She has set free the elementals.

Start: The players will be traveling down the road when three dwarf's run out of the brewery in terror. They will tell the players that all of the magical creatures the brewery that they were using has escaped and their boss Tappy and one other are still inside. They will offer a cask of their best ale for payment.

Room 1 This room has a fireplace, a large copper kettle, a mashing tun and a hot water tank. The fireplace used to hold a fire elemental, but now is free and roaming around in the room.

Room 2 This room is where the brewery ferments their ale. Inside is a dwarf battling a Ale Elemental (same as a water elemental). The dwarf has no weapons, so he is doing the only thing he can do, he's trying to drink the elemental to death. Each are at half of their life.

Room 3 This room is a loading dock. Inside this room hangs a pair of Gauntlets of Ogre Power. They used the gauntlets to load the casks onto wagons.

Room 4 The room is filled with wooden crates. The crates are filled with several different imported hops and grains.

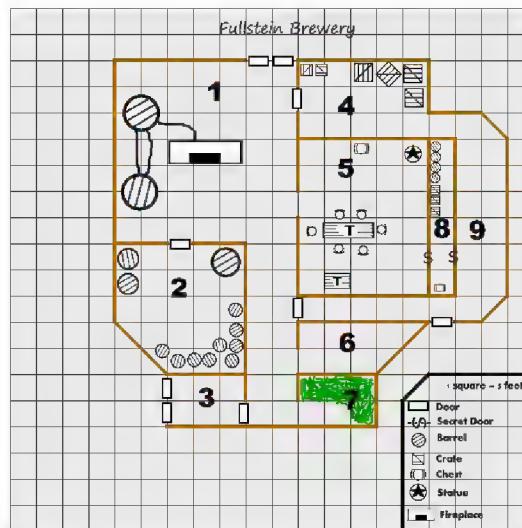
Room 5 This is the employee lounge. The room contains a large table with six chairs around it, a large chest (filled with 12 silver and gold steins, worth 25 gp each) a small table with a Pair of Beer Goggles(when worn, the player will see all opposite sex players and NPC with a + 8 charisma) and a statue of a minor dwarf god of ales.

Room 6 The room contains empty ale casks.

Room 7 This room is filled with fresh hops from the local village. Underneath the pile is a giant slug.

Room 8 This is the dwarf's secret room where they hide their most valuable ales. The room is quite cold for there is a large patch of Brown Mold (to keep the ale cold of course). A small chest is locked (contains 500 gp and 500sp). The room contains 4 large barrels of dwarven ale worth 250 gp each.

Room 9 This area is the dwarf's sleeping quarters. Tappy is here trying to ease things over with the Night Hag and things are not going over very well.



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The Laughing Giant's Secret

The western hills of Vlarkenden are some of the most beautiful untamed lands in all the realms. If you plan to head out this way to adventure, be sure to look for *The Inn of the Laughing Giant*, the last bastion of civilization before the wildlands begin. As far as I'm concerned, no trip to Vlarkenden is complete without a quick stop to say hello to Hogarth, the innkeeper—a friendly rucksack of a man who loves to hear adventurers' tales, and often spins a few of his own. The savvy traveler will stock up on last minute provisions and grab a night or two of rest before heading out on the untrampled trail. Be sure to order a pint of his special Adventurer's Amber Ale, brewed and aged on the premises! Of course, you might have trouble finding the inn, as this regional treasure is a secret the locals would love to keep to themselves. But persistent inquisitors will be richly rewarded with a visit they won't soon forget!

—Stik Reeve's Guide to Vlarkenden

About the Inn

No one knows or remembers when *The Inn of the Laughing Giant* first appeared or how long it has existed in the valley. The Inn is tainted by powerful residual magic (detect magic spells & magic items make everything, including PCs, faintly glow) which affects every living thing that stays too long, until the point that escape is futile and the characters must remain in the inn forever or risk dying upon setting foot off the property. The magic blanketing the inn is so powerful that PCs will permanently lose 5% of accumulated XP for each night spent at the inn if they do not settle their tab before dawn of each day. **Hogarth**, the halfing-giant proprietor, cannot leave the the inn's property, else he will immediately turn to dust. Other other NPCs—including **Sarae** & **Bukan**, serving wenches, **Sir Norris**, the bouncer, **Gwark Nithal**, a petty thief, **Tenk Ekralc**, a wizened ranger, and **Bob**, the tavern drunk—suffer from the same malady. **Hogarth**, driven mad by knowledge of his fate, often kills his guests, using their blood to brew his ale, and serving their flesh to unsuspecting patrons. None of the other NPCs know this.

RTT = roll on [Djerv's Random Treasure Table](#)

Ground Level

1. Tavern main. Bob, Sir Norris, Gwark Nithal, Tenk Eklarc, & Bob lounge around the room, playing various tavern games.
2. Bar. Hogarth & the wenches; Hogarth has a *Club +6* hidden under the bar.
 - a. Pass-through. Empty.
 - b. Taproom. The keg has a false bottom, and holds a *Flask of Never-ending Ale*.
3. Kitchen. Various kitchen implements. 18 iron rations in a cabinet. The fireplace holds a *Laughing Kettle*.
4. Pantry. RTT.
5. The Doublet. Empty.
6. Stairs to Cellar Level.
7. Mudroom. Empty.
8. The Wren. Sir Norris' room; 200gp under bed.
9. The Swallow. Bob's room; RTT.
10. The Nuthatch. Gwark Nithal's room; RTT.
11. The Bluejay. Bukan's room; assorted knickknacks, plus a golden katana +1.
12. The Cabird. Sarae's room; assorted knickknacks and 17sp.
13. Indoor outhouse. An Orc reading an upside down book.
14. The Starling. Empty.
15. The Finch. Tenk Eklarc's room; RTT.
16. The Redwing. A friendly Gnoll invites the PC to play Dragon Chess.
17. Yard. 6 goats, 400sp, 200gp at bottom of well.
18. Stable. 2 elderly Centaurs, 3 Griffins, 2 Warbeasts, a War Pig, & 2 Wyld Stallions.
19. Hitching Posts. 2 Mules, a Zedonk, and a Quarter Horse. 35sp, 75gp, and 2 trivels (could be a trident, could be shovel) distributed among the packs.

Upper Level

1. Hogarth's Bedroom. 1,600gp hidden in a false bottom drawer of the dresser, plus two long swords hanging on the wall above the bed.
2. Hogarth's private storage. Two suits of *Leather Armor +3*, a *Dagger of Double Stabbing +2*, and a set of thieves tools missing its pouch.
3. The Badger. RTT.
4. The Black Bear. RTT.
5. The Marmoset. RTT.
6. Dormitory. RTT.
7. The Fox. Empty.
8. The Hound. Empty.
9. The Wolf. A drunken Hobgoblin snoring loudly, passed out on the bed.
10. The Jackal. An Orc polishing his sword.

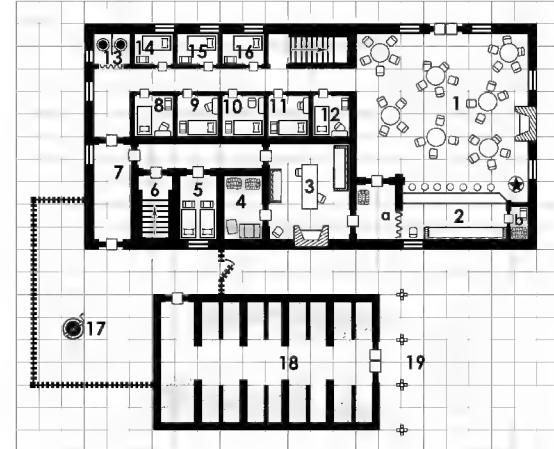
11. The Ferret. An Orc cutting his toenails.
12. The Raccoon. An Orc eating a mincemeat pie.
13. The Rabbit. An Orc reading a book entitled *The War on Art*.
14. The Mouse. A Dwarf polishing his axe.
15. The Rat. An Orc stacking 1,000gp worth of coins by size.
16. The Owl. A random Harlot, sleeping.
17. The Raven. A random Harlot and a Halfling thief.
18. The Crow. Empty.
19. The Vulture. RTT.

Cellar/Dungeon Level

1. Storeroom. The floor is covered with straw, and scattered about are goat bones, humanoid bones, and odd articles of clothing. The room is blood-splattered, and smells strongly of dung and urine. Each of the tables contains 2d6 cheeses and 1d6 sausages of various size.
2. Mathilda's Lair. **Mathilda** is Hogarth's daughter, polymorphed into a *Piassa Bird* by **The 3 Weirds**. Killing Mathilda will immediately throw Hogarth into a blind rage, and he will rally all of the inn's patrons to attack the adventurers. The floor is littered with straw & bones, and the bales of straw throughout the room contain 1d20sp and 1d30gp worth of jewelry & trinkets.
3. The 3 Weirds. The door to this room is protected with a *Glyph of Warding*. Inside are 3,100 year-old blind albino 15th-level witches. Upon being discovered, the Weirds will immediately cast *Symbol of Pain*, *Waves of Fatigue*, and *Inflict Critical Wounds*. Killing the witches will break the spell on the inn (turning all NPCs to dust) & the spell on Mathilda. Upon the witches' deaths, the PCs will find themselves standing in an empty field with the un-polymorphed Mathilda, a thirtyish quarter-halfing/quarter-giant/half-elf maiden, and a two-horned unicorn.
4. The Cistern. Filled with blood; throwing in a gold piece removes the *Glyph of Warding* on #3. There are 3,000 gold pieces at the bottom of the cistern.
5. Cask Room. Each of these casks holds the bodies of two adventurers fermenting in Hogarth's Adventurer's Amber Ale.
6. Cold Storage Room. The naked bodies of sixteen adventurers (mostly dwarves, gnomes, and goblins) in various states of dressing & processing dangle from giant hooks embedded in the ceiling and walls; RTT.
7. Cold Storage Room. This area is packed floor to ceiling with bales of straw. A wooly mammoth skeleton lies buried under the straw in the far end of the area, a *Spear of Piercing +3* under one of its tusks.
8. Cold Storage Room. the naked bodies of twenty human adventurers in various states of dressing & processing hang from giant hooks embedded in the ceiling and walls; RTT.

THE INN OF THE LAUGHING GIANT

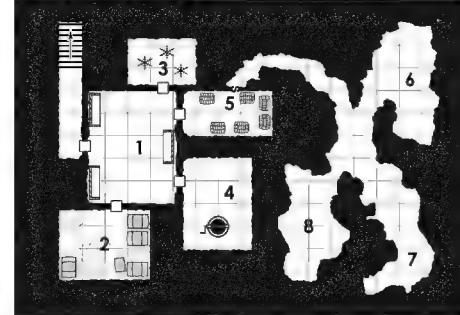
Ground Level



Upper Level



Cellar/Dungeon Level



The Sunless Hollow by Michael Bors



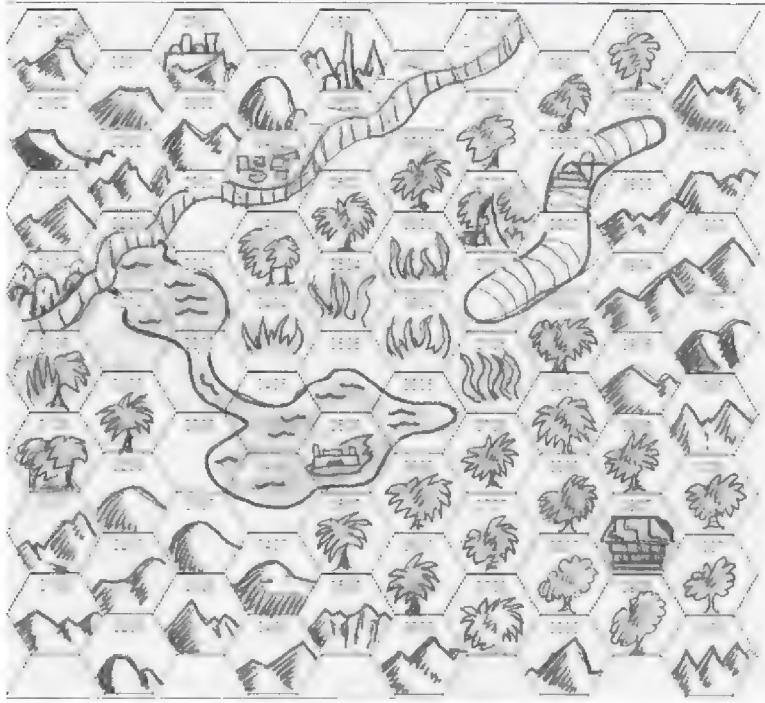
Lighting: Dim lighting in all areas during day hours, no lighting during night hours.

Random Encounters (Roll every two rooms traveled or when prompted)

- 1: Forest sounds echo eerily out of the dark trees nearby.
- 2: A giggle is heard from deeper into the tangled forest.
- 3: 2d4 wolves attack, and fight ferociously until half their number are killed, running off.
- 4: 1d6 decrepit skeletons shamble out of the undergrowth, eager for blood.
- 5: 1d3 zombies stumble into the area, intent on a random target.
- 6: A black fey panther attacks, but will try to run to area 4 when bloodied.

1. **The Entry.** The forest thickens and a path leads deeper in, becoming reminiscent of a tunnel as the trees block more light. Along the way the path splits, one of the paths descending.
2. **Shadowed Trees.** Here the path widens into a clearing, but the trees still block the light and sky. Roll for a random encounter here, which will attack the party. Scattered about the clearing are rusted pieces of weapons and armor, with the occasional bone; remains of previous wanderers.
3. **Descending Hillside.** Climbing down the hill is not too difficult (Climb DC 10), but those unprepared will likely tumble to the bottom. At the bottom a small river flows quietly along to a pool of water 20 feet deep is nestled against a rocky cliffside, with a brook feeding it from the west. The cliff can be climbed, though it is slick and difficult to climb (Climb DC 20). At the bottom of the pool is a corpse dressed in full armor which drowned. The armor's metal is not corroded but the leather fittings are; if repaired it is serviceable +1 heavy armor (DM's choice what type).
4. **Guardian of the Hollow.** A fey panther has taken residence here, and the black feline will attack any intruders. If bloodied, it will attempt to run, and return to area 4 if the party moves on and is gone for more than an hour. There are chips of some black stone lodged in its shoulder, the type of stone unknown.
5. **Top of the Cliff.** The cliff here leads down to the pool below. There is a body here in a completed state of decomposition, only bones and metal fittings from its clothes remain. However, one can pick 25 gold from the ruined pouches and bags, and a rusted dagger is thrust through the ribcage.
6. **Mad Descent.** The path widens and slopes downwards, as mad cackles are heard from all around now. Midway down the descent there are thorny vines all but blocking the way. They need to be cut down, but regenerate steadily until the path is clear. While cutting them down, characters sustain 1d4 damage per round attacking.
7. **Sunless Hollow:** Here is the root of the unsettling aura, a corrupted dryad. She has gone mad due to some dark influence and now wants to spread her influence to prevent people from destroying her "kin". She is unable to be reasoned with, but her mad ramblings can be drawn out to allow tactical positioning before starting combat. A search will turn up a hole which seems to lead under the dryad's tree. Under the tree is a small and tight cavern where a piece of black stone is lodged in against some of the roots. The stone radiates an unsettling aura, and is almost certainly the source of the corruption. Destroying it should constitute some task to challenge the party depending on their skill level and makeup. Along with the stone there is a *magic wand +1* and a few raw pieces of agate (worth 100 gp together).

The Forgotten Depths (by Aos): Once a seabed, now a tropical wilderness, hidden in the cold north. What secrets does it contain? What horrors of the dark and deep places remain, nurturing their unwholesome appetites, waiting for a chance to feed?<http://themetaearth.blogspot.com/> Released under the Creative Commons 3.0 license: <http://creativecommons.org/licenses/by-sa/3.0/>



The Drop- A sheer cliff (Hexes: 0104, 0203, 0303, 0402, 0501 & 0701) with a drop off of 1000m separates the NW highland from the SE lowlands.

The Fin is a huge, sheer ridge of red sandstone that thrusts 250m above the jungle floor. Fin hexes (0704, 0802, 0803, 0902) cannot be crossed. Visible from all other parts of the Forgotten Depths the fin is a good landmark.

Factions: **Sharkmen** [evil] (SM) are the most powerful force; partially control 0907. **Snakemen** [hungry]: low Tech, hate/fear the SM as devils.

Frogmen [cruel]: high tech, work for the SM. **Cave apes**: [savage & desperate]. **Master of the Island** (0506) [enigmatic]: what is the secret of his power? **Rocketmen** [aloof]. **The Thing in the Lake** (0109) [weird]????

Hex Key: 0101. V. Smoking. 0102. V. Thick, toxic smoke. Low visibility. 0103. M. Path, high winds. Giant sculpted 3-eyed insect face in the mountainside; mandibles of sculpture covered with strange unidentifiable glyphs. 0104. M/C. 3 Cave apes, dressed in vests of stinking hide, excavating the remains of a giant robot. 0105. J. A pack of 10 Blood monkeys will attempt an ambush in a large clearing dominated by house-sized skulls. 0106. J. Overgrown wreckage of an aircar trapped in the crotch of a tree 75 meters above the ground. 0107. H. 10 ibex, grazing. 1 ram has a green face growing out of its flank; it yells insults at the PCs. Upon being sighted, it will call out something in an unknown language and the ibex will all bolt. 0108. V. Dormant. Small group of escaped minotaur slaves living in a ruined villa on shore of caldera lake. They fear something in the lake.

C= **cave**; H= **hills**; J= **Jungle**; M= **Mountains**; P= **pond**; R= **River**; S= **shore**; T= **tundra**; W= **wetland**; V= **Volcano**. F= **Fin**

0202. M. Pterosaur nest, on ridge above trail, contains 4 young and 2 adults. **0203.** M/T. Skeletons of three unidentifiable humanoids in rusted-out technological armor. **0204.** R/P/S. Small village of snakemen at base of waterfall: wattle and daub huts, 5 canoes 20 warriors/ 30 other. **0205.** J. Demontree. **0206.** H/F Crude pyramid made from the skulls of many species: shae, minotaur, reptarch, human, animal, ect. **0207.** M. The ground is marked with the tracks and droppings of a big carnivore (devilgoat). **0208.** M. Ancient machines erode out of rocks. Restless and hungry, reptile vermin pulse and swarm in the engine shadows. **0301.** M. Abandoned city, carved out of the living rock, with lots of sculptures and carvings of nautical animals. The streets are cleaned by two cones of hunger. **0302.** M. The only passage is at a high altitude and freezing cold. Save against altitude sickness (poison), or out of action for 1d6 hours & -1 movement for 1 day. **0303.** T. 3 Mutate bandits on the road demand a toll of 20 GP/head. **0304.** J. Giant termite mounds. **0305.** R. 7 hippos. Rapids. **0306.** M/S. 6 strange humanoids (Sharkmen) wearing space suits, standing in lake; when noticed, they dive and vanish. **0307.** H. It is misty and the ground shakes from time to time. A loud thunder like snorting can be heard in the distance **0308.** Devilgoat lair. Treasure. **0401.** M. Painted rocks covered with crude representations of predation. **0402.** Ruins of an ancient city, surrounded by rust eaten metal wall; buildings are reduced to heaps of crumbled stone and plastic. 2 dreambeasts occupy the ruins. Ancient stairs carved from bones lead down into the mist-shrouded valley below. **0403.** J. An andrewsarchus lairs in a burrow beneath a giant tree. **0404.** W. Vampire grass. **0405.** P/S. 1d6 snakemen gathering shellfish **0407.** H. Misty hillside covered with giant, disembodied heads of stone. Grasping bloat. **0408.** M. Perpetual snowstorm. **0501.** The Tower of the Changer. **0502.** T/F- connected by stair. 2 hyenadon at the bottom. **0503.** F. Misty. **0504.** W/S. ½ submerged mecha (4m tall) sealed and impossible to get into. **0505.** The corroded hulls of 3 ancient submarines. 3 gastornus. **0506.** The Island: small silver dirigible moored to the single tower of the castle. **0507.** J. Ruins: temple worn away idol; 2 way teleport pool to 0506, giant spider. **0508.** M/C lurk.

0601. (Above) T. Row after row of empty burrows, bones scattered about. After dark, the soil glows. (Below) J. Beastkin (20, all ages and 5 warriors) camped out, cooking dinner and playing music; friendly but will kill anyone who troubles them. **0602.** J. 5 Sasquatch drunk on fermented fruit. **0603.** W. Dilapidated abandoned factory. Quicksand. 2 entelodonts. **0604.** W. Skull pyramid. **0605.** S/P. 4 mudbugs. **0606.** J. Stinky trees. **0607.** J. **0608.** M. **0701.** Rusted construct sitting on a rock. Its eyes glow and watch. He knows the location of treasure in **0601**. **0702.** J. Hunting park of the Snakemen: snares and traps. **0703.** J. Ruins. 1 intact building; carved from the single fang of a giant monster, it contains a teleportation pool (2-way) to Ssaur. **0704.** F. War ape staked out by snake men will gladly join the party if freed. **0705.** W. Human (seeming) village; Moisture and heat dependant parasite worms live on humans' backs. Parasites are looking for a way out of the Depths. Evidence of fighting; residents deny it. **0706.** J. Battlefield. Burned tank, bodies. **0707.** J. Trees coated in thousands and thousands of glowing, fist-sized, insect eggs. **0708.** J. Cyborg Zombies. **0801.** Forest. Misty. Blood cloud. **0802.** F. Kastan- ür, a small, ancient keep of the Rocketmen on top of the Fin. It is inaccessible from below. **0803.** F. **0804.** J. 5 Snakemen on a head hunt. **0805.** J. 5 giant apes, grazing, easily angered. **0806.** J. A giant glowing snakeskin husk winds its way across the shadowy forest floor. **0807.** J. 6 frogmen **0808.** M/C. Cave ape caverns. 2d6 cave apes. **0901.** F. Silas's trading post and still. A small compound run by a beastkin. 10 snakemen camp outside for trade. **0902.** F. **0903.** M. Cave, passage to the underkingdom. 1 lurk. **0904.** M. Demon summoning circle: Broken stones; skeletons mutated and turned to rock; warped earth; evil ghost, ECT. **0905.** M. 3 snow apes on a scientific expedition. Aircar, lasers, protection cloaks. **0906.** J. Gas issuing out of rent in the earth. Save or hallucinate **0907.** J. Huge Clearing. Enormous structure built entirely from intertwined pipe works. Megadungeon: Lost City of The Sharkmen. **0908.** J. Sacred forest of the Sky Priests. Small temple constructed of pipes (stolen from 0907). 1D6+3 priests. Passenger balloon large enough for 5 or 4 with gear.

1001. M/C. Temple of the Cave apes. 20 caged snake men. Big cauldrons boiling water. **1002.** M. 6 snakemen tracking the party of cave apes that raided their village. **1003.** M. Rockworm.

1004. M/C. Abandoned mine. Smells very bad. **1005.** M.

1006. J. Crashed rocketship.

1007. J. 1d6+2 Boilers (nest).

1008. M. Strange giant ruins carved into the cliff face, area infested by moonwraiths.

Highland weather: (check 3 times daily) 1d6- 1-2: clear & cold; 3: cold & snowing (1/2 move). 4: Really cold & snowing (1/3 move). 5: Blizzard- (1/4-0 move) characters may be snowbound. 6. Freak weather (referee's discretion).

Lowland weather: (Check 2 times daily) 1d6: 1. Clear. 2. Mist. 3. Misty rain. 4. Heavy Downpour. 5. Deluge. 6. Freak weather event.

Random Events (1d6): 1/day mountains/Hill, 3/day Jungle/Wetland & On the Water.

1-4 Nothing. 5. Check weather. 6. Roll on event table.

Mountain/ Hill: (2d6): 2. Cave bear. 3 Yeti. 4. Vile wolves

(1d6). 5. Weather check +2. 6. 1d6 Cave apes. 7. Roll twice. 8. Earth rumble/rockslide, save or 2d6 damage. 9. Rockworm. 10. Crazy robot. 11. 1d6 Pterosaurs. 12. Mysterious stranger

Jungle/ wetland: (2d6): 2: 1d3 giant apes. 3: 1d3 squads of 1d6 Sharkmen. 4. 2d6 Blood monkeys, waiting in ambush. 5. Tree Squid 6. Giant Crocodiles. 7. Blood cloud 8. Burrower. 9. Swamp Hag. 10. Giant snake & 1d6 Snakemen 11. Vampire grass 12. Heard of Greathorn.

On the Water: (1d6): 1. 1-3 Hippos. 2. Giant crocodile 3. 1-6 Sharkmen. 4. School of 6-36 Zombie Piranha. 5. 1 Archelon. 6. Tentacle thing(s?).



The Belly of the Beast

by Mike Monaco

"Well, Peggy, this is a hellmouth. You don't want to leave this open, not with a baby in the house."

Describing the dungeon: The players should be made to figure out that the cave is, itself, a monster. Lull them into thinking it is just a "theme" of the dungeon: "Tooth-like stalactites," not teeth. "A slimy lump of fungus like a tongue," not a tongue. The wind pipe is a damp cave passage. The walls of the stomach and intestines are covered with a thick red lichen or slime mold. The transition from rock to flesh is gradual and only noticeable after some examination.

Doors: All doors marked on the map are large "valves" or flaps of flesh that can be opened by pushing against them. There is a 2 in 6 chance that any given door is "stuck" and will need to be forced open, either with an open doors roll or by causing sufficient damage to the door. Irritating doors with feathers, tickling, etc. will also cause them to open.

Secret doors: All marked secret doors are "sphincters" that are more difficult to notice than valves. However they can be opened in the same manner.

Gastric events: Roll once each turn and on any round that walls, floors, or doors are attacked.

D6/ D12	Gastric events (Roll d6 until a door, wall, etc. is damaged, then d12)
1-3	Peristalsis – all creatures in play moved 50' (5 squares) toward Cloaca .
4	Secretions – thick slime coats area's floor, walls, and ceiling, walk at -5' or risk falling.
5-6	Antibodies – Roll on Antibodies table
7	Movement – Rumbling! PCs in area risk falling, and roll again on this events table. If 4 is rolled again the movement just stops
8	Gas – 20' cube cloud of gas fills the area. Open flames ignite on a 1-5 in 6; closed flames (e.g. lanterns) ignite it on 1 in 6 (boom!).
9	Bleeding -- Chamber fills with d4 feet of blood (cumulative if bleeding occurs again while party in the same area).
10-11	Tumor erupts – Roll on Tumors table.
12	Nausea – Creatures in areas 14-17 moved toward Cloaca per Peristalsis above. Creatures in area 2 thrown into Teeth (area 1). Creatures in other areas moved toward area 2.

Antibodies: Some encounters can appear only a limited number of times, indicated by a number in curly brackets, e.g. {2} means only two such encounters can appear.

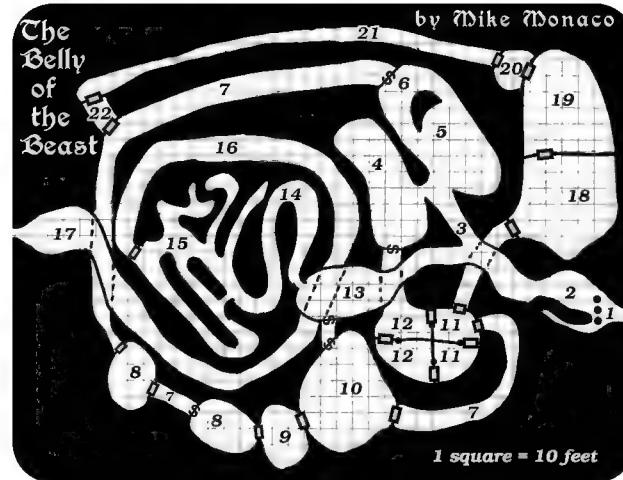
Environmental hazards: Several areas cause damage to any character in the area through acids, sparks, heat, cold, etc. The DM must keep an account of damage dealt by the environmental hazards of the Beast, as these are used to determine the Beast's hit points if the party attacks its heart or brain. Most hazardous effects can be avoided with "Saving throws" etc.

Killing the beast: One way would be to demolish the wall in "heart" areas or brain (This should take the damage equal to that which could be taken by the strongest PC present, plus the total damage dealt by environmental hazards of the beast). Or dousing the **Cartesian sparks**. Or maybe a toxic bonfire in the **lungs**. The players must come up with a solution without any hints apart from the realization that they are *inside the beast*.

Placement of "antibodies" and "tumors": These can usually erupt from anywhere. Randomly select a player character and deploy the monster or hazard d20' away from him/her. Then roll for surprise and initiative as usual.

D8	Antibodies (Wandering monsters)
1	White blood cell (Ochre jelly) {2}
2	Swarm of flying or crawling grubs
3	d6 Larvae
4	Violet Fungus grows out of floor {2}
5	Otyugh {1}
6	d6 Implings (= Homunculi, Quasits, Imps, etc.) drop from ceiling
7	D4 Lemures
8	Gray ooze {1}

D6	Tumors (Spontaneous hazards)
1	10'x10'x10' obstruction of amorphous flesh
2	5'x 10' pillar of fire
3	Jet of steam erupts from wall or floor
4	5' diameter pool of green slime forms adds 1' to diameter per round as it consumes area.
5	5'x5'x5' obstruction of rotting flesh. 2 in 6 chance of housing Rot grubs
6	Tentacles erupt from ceiling and try to grab any creature that comes within 10'.



Key

Areas marked * cause slight damage (equal to a dagger) every round to any who are crawling or prone. The beast will digest his own antibodies and tumors but the creatures keyed on the map are assumed to be immune to all the environmental hazards.

- Teeth.** Stalactites & stalagmites will snap shut 2d6 rounds after first adventurer passes them. Any within 5' when they close may be bitten (as Dragon). Re-open after 24 hours or if Beast is slain.
- Tongue.** Roll on **Gastric events** table if disturbed in any way. Will attack as an Ochre Jelly if attacked. If slain, regenerates in d6 hours.

3. Wind tunnel. Smooth, damp tunnel. Swift wind flows into and out of areas 4/5. Wind changes direction every 3 turns.

4. Lung: the roost. Porous black rock, dripping wet. 4 Robber Bats roost here. They will attempt to steal an object and fly to random area to drop it (roll d20). They will use secret doors to escape.

5. Lung: chilled. Porous black rock, coated with frost. It is very, very cold. Slight damage every round spent here after the 1st (winter clothes, etc. may delay this effect).

6. Tuberculosis. A small Lurker Above is in this area. Large treasure in a bag on the floor below it.

7. Artery. Ankle deep in blackish, foul-smelling blood. Each artery hosts d6 Larvae (or roll on **Antibodies** table)

8. Gland. Once this room has been entered, the seething mound of flesh on the floor will spawn one random monster (Level III) every 3rd round until it is destroyed.

9. Bile sack. Bilious ooze d3 feet deep. Sticky and nauseating. May sicken PCs when first encountering it. Moderate treasure concealed in bile.

10. Liver. Trapped. Large treasure.

11. Atria. Boiling hot blood, knee deep. Slight damage every round in it.

12. Ventricle. Boiling hot blood, 1' deep. Slight damage every round if prone, seated, or crawling in it.

13. Stomach*. Once any adventurers reach half-way point in, spray of acid shoots forth on all in room. Items may be dissolved and acid damage taken.

14. Intestines*. Dark tunnels reeking of sulfur. The floor is coated with acid.

15. Fistula*. Sulferous and dark like the intestines. Roll on the **Gastric event** table when first character reaches here.

16. Bowel of reeking doom*. Save each round or be sickened. Searching carefully reveals several feces-caked skeletons with small treasure.

17. Cloaca (Ass of Hell). This is a portal to the Abyss.

18. Forebrain. A night hag is here, and does not attack initially, demanding the party give her five living larva from the rest of the dungeon. She will kill any evil characters she deems likely to produce a salable larva. Otherwise she sees no profit in fighting and will avoid the PCs. Her treasure is stashed under a pile of filthy papers and rags along a wall.

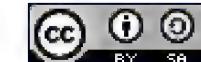
19. Subconscious. A dark room with clouds of fog shifting around, and echoes, unintelligible voices, and laughter from unseen sources. An Invisible Stalker is in here, ordered to let none leave the room.

20. Animal brain. A chamber bathed in eerie red light. Creatures in here may go berserk (as a Confusion spell, but replace babbling with angry ranting, drooling, and raging)

21. Spinal slide. A tunnel with a very smooth, slightly wet limestone floor sloping down toward 22. Anyone here must move at least 30'/round toward 22 due to the slope and slipperiness. Grappling hooks, spikes, or Climb rolls allow travel toward 20.

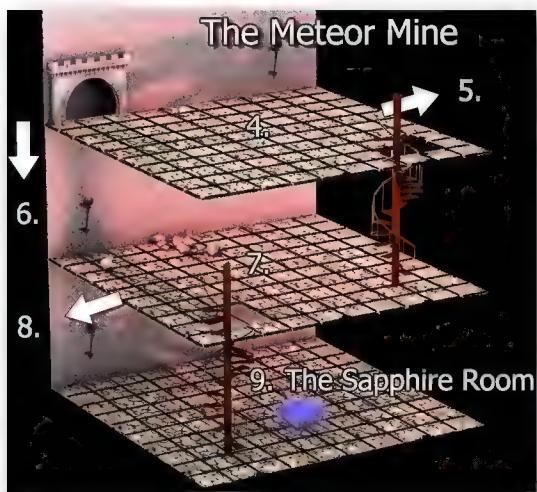
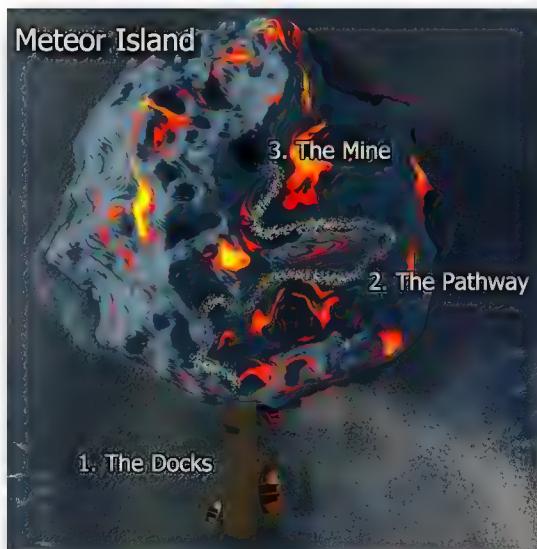
22. Sparks of Cartesian interaction. Electrical discharges may damage any in this room each round.

Read more about this dungeon at Swords & Dorkery:
<http://mikemonaco.wordpress.com/tag/belly-of-the-beast>



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Tiamat's Wrath: The Sapphire Meteor



THE FOUR OTHER METEORS

Red- This meteor is similar to the blue meteor except that there is a ruby instead of a sapphire. The red meteor also emits heat.

Green- This meteor has hit a mountain island, causing the peak of the mountain to be a floating island. An emerald sits in its depths.

White- This meteor has a diamond in its center, and casts a 30 mile wide zone of frost. Even the rivers freeze.

Black- The black meteor has an onyx at its center, but the gem shattered, releasing chaos.

Aeldur looks to the dark, ominous clouds above him. He can smell the sulfur in the air, hear the crackle of lightning and feel the ground begin to shake below him. He stares out into the distance, looking over his vast empire. The tall, slender Elven God-King looks down from the top of the tallest tower in all the world, at the sprawling city before him. His thoughts wander to those of his citizens that he has used as slaves to make his empire even greater. The might had consumed him, he turned his back on Her, proclaiming himself as a God.

And then it happens, Aeldur screams with rage as he sees his defeat coming in the form of five fiery meteors, one for each of Her heads. The meteors shoot from the Heavens above, each the shape and color of a deadly dragon; blue, red, white, green, black. The dragon meteors destroy Aeldur's kingdom, scarring the landscape, killing millions.

Background: When the sapphire meteor struck Padonthia City, it dug a deep crater into the landscape. The meteor skidded across the land, finally coming to a stop, still intact. The crater began to fill with water, leaving only the top portion of the meteor above the water line.

In the years since the cataclysm, a cult of Tiamat has formed at the meteor. They have begun a mining operation to mine and sell the valuable meteor said to be able to make the finest instruments, weapons and jewelry. Gaining control over the meteor is a valuable investment for any hero or villain alike, but the task will not come easy.

1. The Docks- The docks are the natural first point of attack, unless attacking from the air. The docks will normally feature a few small boats coming to pick up meteor ore or boats delivering supplies to the mine workers. Several hobgoblin guards will be posted here, depending on time of day and the amount of traffic going through the docks.

2. The Pathway- The pathway winds up the rocky meteor. Trolls are used to pull the loads of meteor ore down the side of the meteor.

3. The Mine- The mine entrance is flanked by two fifteen foot wooden towers. Hobgoblin guards are posted at the entrance.

4. Mine Entrance- Inside the mine, goblins mill about going about their day to day lives of running the mine. Most of the goblins are not willing to fight, and will flee to either their living quarters or down into the mine shafts. The loading of carts goes on here, and trolls are here waiting to pull carts down to the docks. An orc mine supervisor is posted here.

5. Living Quarters- The living quarters are a series of rooms dug out from the meteor. All of the goblins, hobgoblins, and orcs living chambers are here. The trolls are forced to sleep outside or in the mine entrance at night time. Baldon Hael, an elven ranger turned evil runs the mines and is found at the back of the living quarters, counting his coin and thanking Tiamat for his wealth.

6. & 8. Mine Shafts- The mine shafts are a series of tunnels that wind through the meteor. This is a complex maze that can be navigated through with successful Dungeoneering checks. Goblins work in this area, mining for precious meteor ore. Orc supervisors are the only combatants found in the mine shafts.

7. Storage and Equipment- This room is a large storage area. Meteor ore awaits in crates to be carried to the entrance, stores of food such as the goblin's favorite, pickled pigs feet, are also located here. Extra mining equipment and tools adorn the walls.

9. The Sapphire Room- Entering the sapphire room reveals a giant, glowing sapphire that is stuck into the meteor. Any attempt to remove the sapphire, or break the sapphire causes it to shatter into a thousand pieces, each piece a very valuable jewel. Upon breaking the sapphire, a deadly blue meteor dragon forms from the very wall of the meteor and attacks the offenders by spraying them with a meteor shower. The meteor dragon will attack until it is either killed, or the offenders are dead.



By
Patrick Maguire

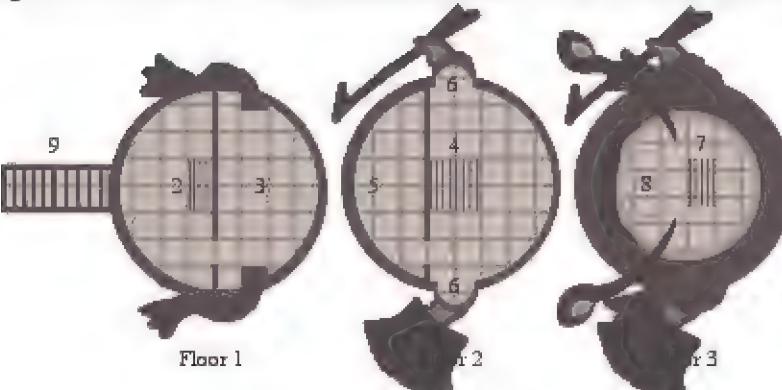
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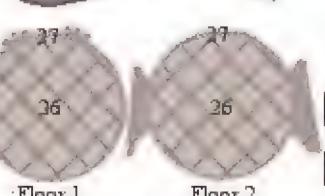
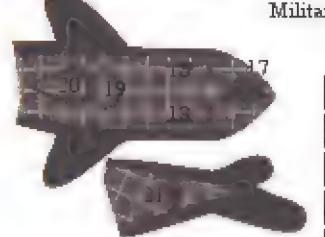
Chimera

Composition

Legs: T-Rex Hull: Robot Sword and Shield: Rhino Beetle Antenna: Moth Arms: Octopus Head: Owl Teeth: Shark



- 2 Main Entrance, stairs up
- 3 Engine room, turbine per leg
- 4 Stairs up and down
- 5 Captain's room
- 6 Manual arm control
- 7 Stairs down
- 8 Main control, 3 stations; All systems accessible
- 9 Collapsible bridge



Engine of Destruction

A masterstroke of mad science. It was nicknamed the engine of destruction for a reason. Problem is, there's a mandatory 23 person crew. So hard to find good help these days.

- 10 Detached arms and legs; open end looks onto circular tunnel
- 11 Eyes of bot were removed, can enter dome-shaped head here
- 12 Command center; double arch of chains and consoles; nothing works

Rhino Beetle

An ancient monster unearthed by an archaeological dig. The massive petrified rhinoceros beetle had been on display at a renowned museum until it went missing.

- 13 Upper shell and horn removed; lower armor, legs, and antenna left
- 14 Upper shell intact; can enter through a gap in the back; empty

Mechanical T-Rex

Formerly a robotic slide for children at a traveling carnival. That is until the mouth closed on a kid waiting in line.

- 15 Old slide, T-Rex on its side makes it more of a tunnel; ladder gone
- 16 Hole from removal of legs; can enter/exit on top or below

O-50 Shark Attack

Military super-sub that was the fear of the waters. The trillion dollar price tag made the cracked tail economically unfeasible to repair.

It was good while it lasted.

- 17 Teeth removed but amphibious mini-sub still intact and working
- 18 Weapon controls; 4 torpedos; not functional without power
- 19 Command center; hatch to lower deck where bunks are
- 20 Ladder up to periscope deck, which is housed in the dorsal fin
- 21 Engine for the tail; busted up beyond repair

Zep 2.0

One of the greatest inventions ever to be unveiled at the international air show. Ultimately the fact that it could only get 100 feet off the ground and caused hurricane force winds put it into retirement.

- 22 Cockpit; accessible through hatch in bottom; would start but takes a very long time to get going
- 23 Thin, transparent wings; massive in size; could support weight

Octo Amphibi-Dar

Wrapped in ultra durable Hexifiber cloth (able to withstand any blunt force), it was the pinnacle of air, water, and ground combat. Fortunes turned however after a knife was found to slice right through it.

- 24 Large opening; control platform and two arms taken; head is hollow
- 25 Arms are traversable; Hexifiber cloth can be easily cut

Bright Eyes

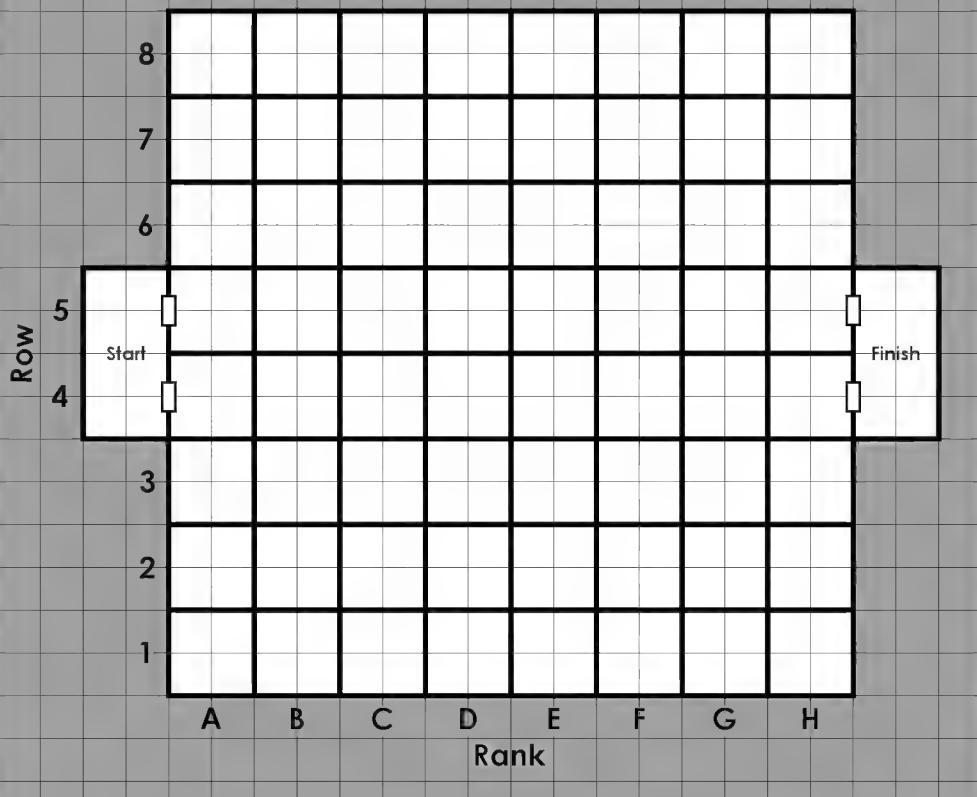
Once the home of an eccentric light house keeper who used to crash unsuspecting ships against the rocks. His reign of terror was ended by a code violation. Feathers aren't an acceptable building material.

- 26 Spiral staircase; connects 1st, 2nd, and missing 3rd floor (taken for the 360 degree rotating head)
- 27 Feather walls; can be parted to see/go in/out; wings are decorative

1 square = 10 feet

Mad Varto's Dungeon in a Box

by Peter Regan



Background: Varto made this box for a local lord who wanted something special for his 12-year-old son's birthday feast. The children all survived but still have nightmares about the experience even though they have long since reached adulthood. The box is made from polished hardwood and measures about 18 inches square. On the top, there is a carved design depicting a labyrinth made up of dozens of identical little rooms. Varto will offer anyone who is willing a game, and will even offer a prize if they win. The box has a hinged lid with a small silver catch. If a player agrees to a game and opens the box he will see a detailed model of a labyrinth, complete with tiny doors and figures to represent the inhabitants. An instant later, the character will be sucked into the game, to find two doors before him.

Notes for the GM: There are 64 rooms laid out in an 8x8 grid. Each room measures 20'x20' and has at least one exit door. All rooms are magically lit so there is no requirement for additional light sources. The majority of the rooms are empty but in each row of eight rooms there is a random distribution of: a monster, a trap, and a healing potion. The game map above illustrates the basic layout. A sample map (see right) is also provided, stocked and ready to play. The following notes explain how to stock the map for each new game.

Doors: To determine how many exit doors there are in a room, roll a d6 and consult Table 1. The locations of the exit doors are all relative to the entrance door. Ignore doors that do not open into another room, to ensure all play remains on the grid. Every room must have at least one viable exit door, so if a roll does not provide one, roll again. All doors are unlocked and easy to open, so no open doors rolls are required.

Monsters: There is one monster per rank of eight rooms (see Table 2: Monsters). The monsters get progressively tougher the further across the board a character ventures. Roll a d8 for each rank to determine in which room the monster should be placed. Whenever a monster is revealed, both sides should roll for surprise and initiative as in a normal combat encounter. Monsters are not required to make morale checks and will fight to the death.

Traps: There is one trap per rank of eight rooms (see Table 3: Traps). The traps get progressively more dangerous the further across the board a character ventures. Roll a d8 for each rank to determine in which room the trap should be placed. If a room already has a monster in it, then roll again until the result indicates an empty room. If a character has an ability to find/disarm traps, then he may use it normally in the game.

Healing Potions: There is one healing potion per rank of eight rooms. Roll a d8 for each rank to determine in which rooms the potions appear. If a room already has a monster or a trap in it, then roll again until the result indicates an empty room.

Table 1: Random Doors d6

- 1 1 exit left
- 2 1 exit right
- 3 1 exit ahead
- 4 2 exits left and right
- 5 2 exits left and ahead
- 6 2 exits right and ahead

Table 2: Monsters

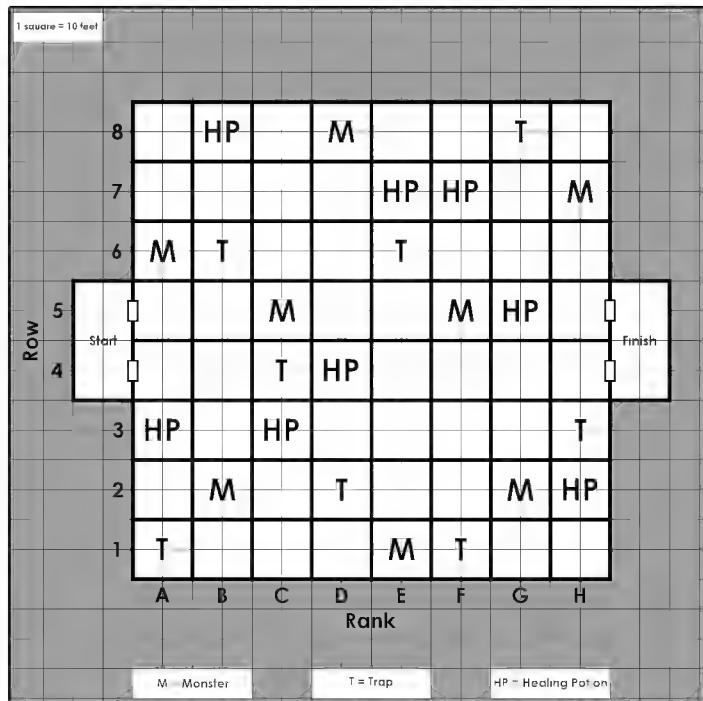
- Rank A:** Kobold
- Rank B:** Goblin
- Rank C:** Orc
- Rank D:** Hobgoblin
- Rank E:** Wolf
- Rank F:** Gnoll
- Rank G:** Bugbear
- Rank H:** Ogre

Table 3: Traps

- Rank A:** Spikes in floor
- Rank B:** Arrow trap
- Rank C:** Pit trap
- Rank D:** 4 Flaming oil jet
- Rank E:** Scything blade
- Rank F:** Acid spray
- Rank G:** Magic missile
- Rank H:** Falling Stones

Winning the Game: A player wins the game if his character reaches the room on the other side of the board labelled Finish. The character will be instantly transported out of the game and will find himself completely unharmed. Experience points may be awarded for all monsters killed during the game, and Varto will present the player with a gem worth 3d4x10gp.

Losing the Game: A player loses the game if his character is slain by a monster or a trap. The character will be instantly transported out of the game and will find himself completely unharmed. Experience points may still be awarded for all monsters killed during the game, and Varto will thank the player and go on his merry way.



Mad Varto's Dungeon in a Box by Peter Regan first appeared in *Oubliette* Issue 5. For more details about *Oubliette Magazine* visit <http://oubliettemagazine.blogspot.com/>

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The Slums of the Desert City of Barb-el-Shay

So dangerous an area are the Slums of the city of Barb-el-Shay, that they are walled off from the rest of the city by command of the Caliph. Although comprising only a small part of the city, it is thought that the shacks and hovels here house some twenty percent of the Barb-el-Shay's population. None know for sure as the census takers dare not to step within the slum walls, lest that step be their last. The gates to this place are guarded day and night by the Caliph's men, but consider this! It is known that when the red desert sun has set in the west, the vermin that infest this place seep outwith by other exits without let or hinderance to carry out their nefarious and dark deeds and to return with their plunder at dawn. It is thought that there is a ruler of this city within a city known only as 'The Rat'. People fear him for he rules without mercy and it is thought that all who dwell within those forbidden walls are under his command, whether they know it or no. For those of you who would visit this foul place, I bid you caution. Ensure that you have a guide who will vouchsafe your skin and your purse. Even so, I would say, do not visit the slums after nightfall. It is said that even children would not hesitate to slit the throat of a stranger if they thought there was a copper or two profit in the enterprise. Little is known of how this tiny metropolis is ordered. It is rumoured that there are four great houses (if they can be called such) all under the command of the Rat. I have marked their locations below. Beware that these locations are neither accurate in placement or nature.

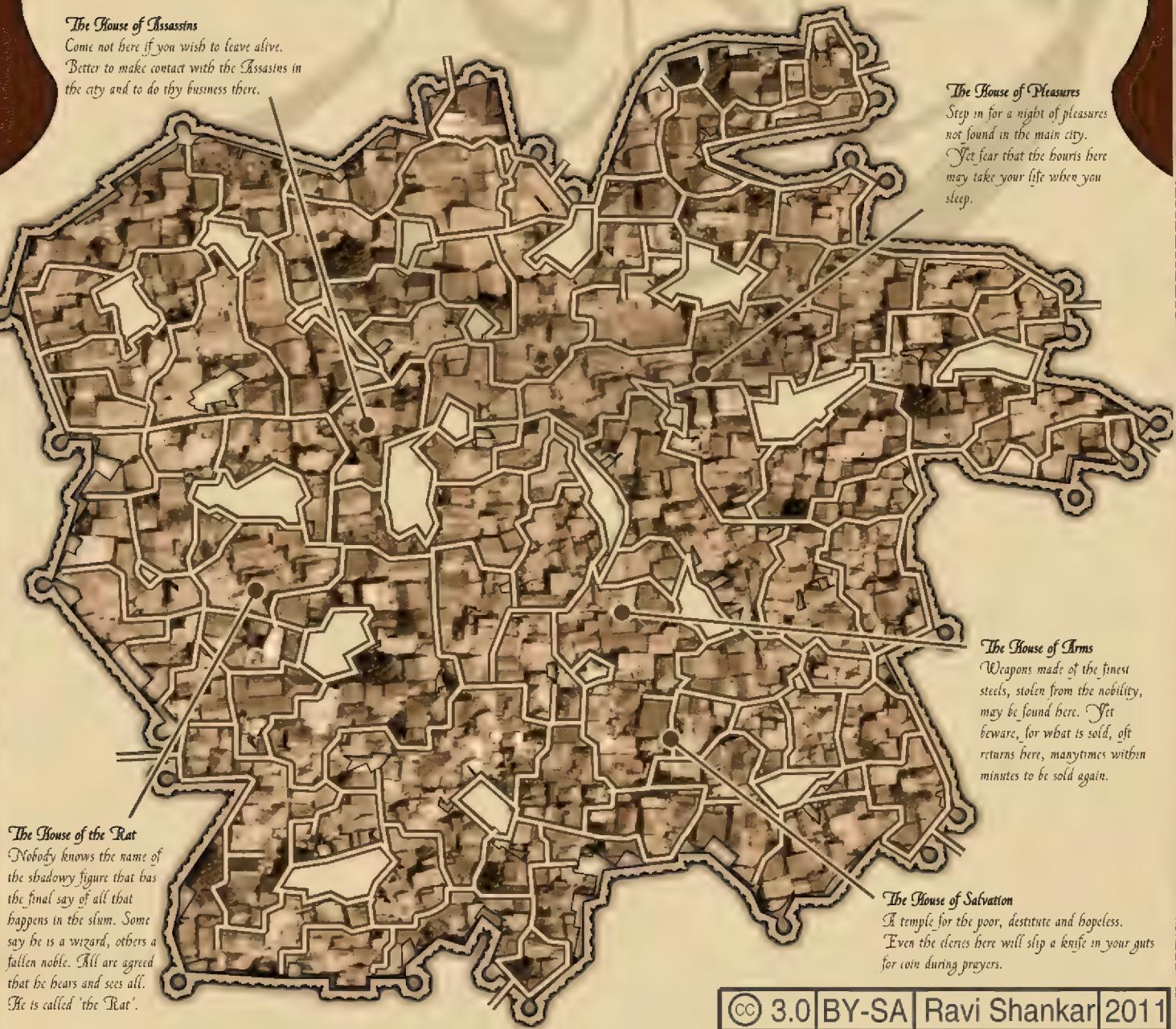
I wish you luck should you decide to step into this forbidden place.

The House of Assassins

Come not here if you wish to leave alive.
Better to make contact with the Assassins in
the city and to do thy business there.

The House of Pleasures

Step in for a night of pleasures
not found in the main city.
Yet fear that the houris here
may take your life when you
sleep.



The House of the Rat

Nobody knows the name of
the shadowy figure that has
the final say of all that
happens in the slum. Some
say he is a wizard, others a
fallen noble. All are agreed
that he hears and sees all.
He is called 'the Rat'.

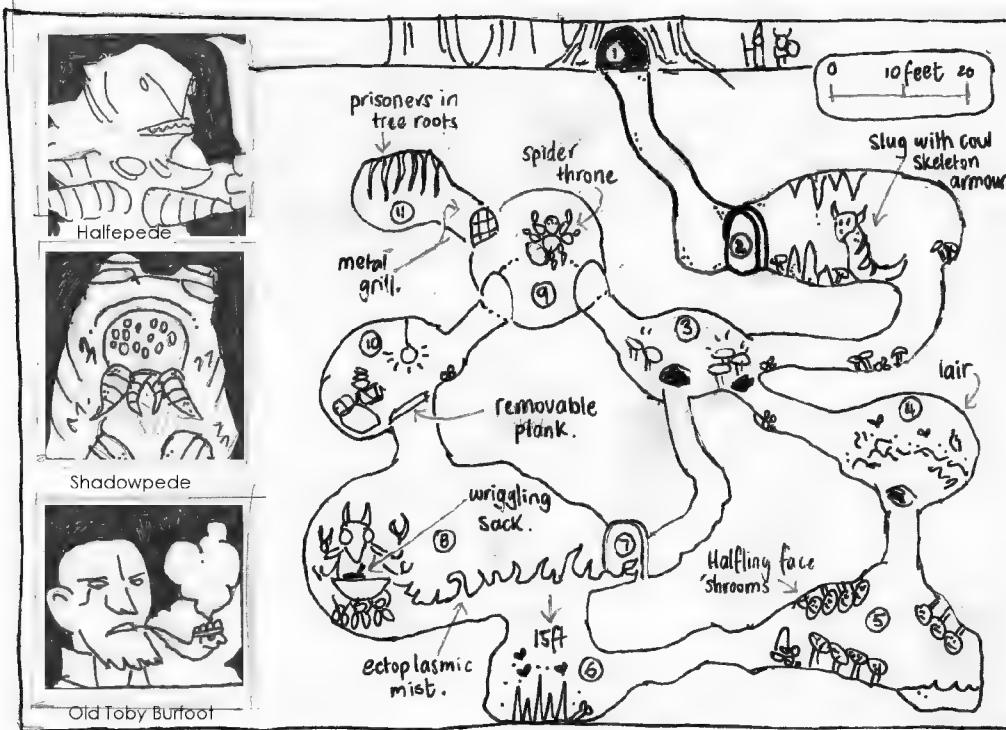
The House of Arms

Weapons made of the finest
steels, stolen from the nobility,
may be found here. Yet
beware, for what is sold, oft
returns here, manytimes within
minutes to be sold again.

The House of Salvation

A temple for the poor, destitute and hopeless.
Even the clerics here will slip a knife in your guts
for coin during prayers.

Vermin Hollow - for 3 or more PC's of level 1 to 2 - by Rob



1. Entrance. Ancient dying forest. Heady smell of rot and decay.

Hole in twisted primeval tree leads to pit entrance.

2. Guard post. Entrance arch writhes as if alive with movement of thousands of beetles. Three **halfepedes**, halfling centipede hybrids that are individually weak as kobolds, and a **giant slug** protected by ad hoc bovine skeleton armour. Slugs spittle causes acid damage and paralysis like centipede venom.

3. Fungus crossroads. Harmless swarm of beetles takes flight.

Rust coloured mushroom spores cause rust as rust monster if disturbed. Lost amber worth 20 gp amongst fungus.

4. Home. Nests of rotting organic matter. Five **halfepedes**.

5. Lair of the Shadowpede. Icy cold Pool. Large mushrooms cover all surfaces. Mushroom caps have halfling like faces which turn to face movement. Concealed in the shadows is an insubstantial **Shadowpede**, a stealthy relation to the carrion crawler. A skeleton clutching a ceremonial bowl worth 200 gp lies at the bottom of the pool.

6. Sacrificial pit. Stench of death. Trench 15 ft. deep and wreathed in Ectoplasmic mist. Upon the spikes are sacrifices, both human and animal, in varying decayed states. Some are partially consumed and riddled with maggots and vermin.

7. Corpse door. Double doors. Bloated bodies spiked to door form the whorl symbol of Grothmog. The decaying corpses, alive with vermin, must be touched to open the doors.

8. Vermin shrine. Statue of Grothmog Lord of Vermin. Three beetle backed halfling statues hold aloft a bowl in which sits a writhing sack. Lit candles illuminate the statue. Sack containing six **giant centipedes** sits within the bowl and may be mistaken for a writhing sacrifice. Ectoplasmic mist pours from Grothmog's mouth concealing the trench pit to location 6.

Edges of cavern safe to traverse. The statues eyes are garnets worth 250 gp each. A disheveled halfling **Esmerelda Burfoot** tries to lure adventurers into stumbling into the pit. Esmerelda wears an amber necklace worth 100 gp.

9. Viewing chamber. Desiccated giant spider with limbs shaped into a throne. Those seated inhabit the minds of vermin and can view a random cavern (1d12) through their eyes. Viewers run the risk of going temporarily mad from the disconcerting effect of inhabiting such an alien mind.

10. Old Toby's cave. Pipe weed aroma. Entrance from location 9 blocked by vermin wall that clings to unbelievers. Vermin do no damage but are a nuisance. Plank covers the drop to location 8. Bedroll, table, oil lamp and mildew damaged books on fungi and vermin. Collection of pipes and pipe weed worth 75 gp.

Old Toby Burfoot a halfling priest of Grothmog and two **giant centipedes**. Old Toby wears *boots of spider climbing*.

11. Living prison. Entrance barred by a rusted locked metal gate. Old Toby has the key. A human and two halflings imprisoned by tree roots and suspended 10 ft. off the ground.

Whats going on. People are missing. The trail leads to the backwoods on Burfoot land. Old Toby Burfoot has been consorting with Grothmog Lord of Vermin.

Wandering Monsters

1-2. Halfepedes (1-4)

3-4. Giant Centipedes (1-4)

5-6 Giant Slug

Rumors

1. If your headed to the backwoods keep an eye out for my cow. Lost her out that way a few days ago.

2. The forest fae's to blame. Too many mushrooms out that way.

3. That's Burfoot land. I aint seen any Burfoot apart from Old Tom

The Lunatic Labyrinth



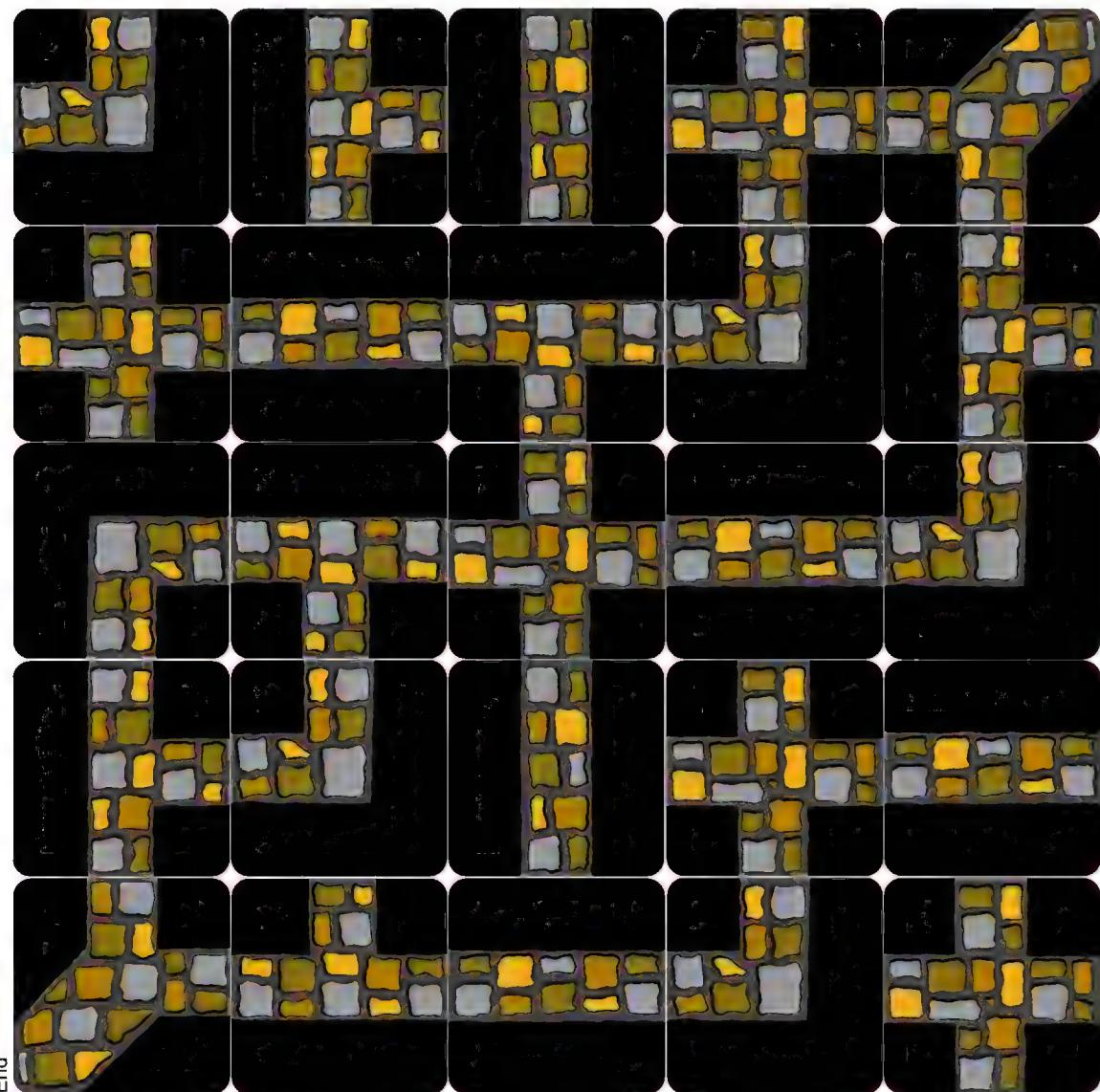
Version 1.0. Download the latest version at www.risingphoenixgames.com

Print out the map on card stock, then cut out each tile and counter. Lay out the map at random, with the start and end Y sections at opposite corners of the map. No continuous paths are needed. The tiles are your map of the action, hide them from the players view. Characters turn adjacent tiles by using a magical command word or artifact, once a tile is turned, simply rotate the tile on your map and relate the new information to the player's. Use the counters to represent the location of encounters on the map. Any tile that opens onto the edge of the map is considered closed.



Spare tiles to replace Y sections when using multiple sets.

Party and Encounter tokens



Created by Rodney Sloan, 2011.

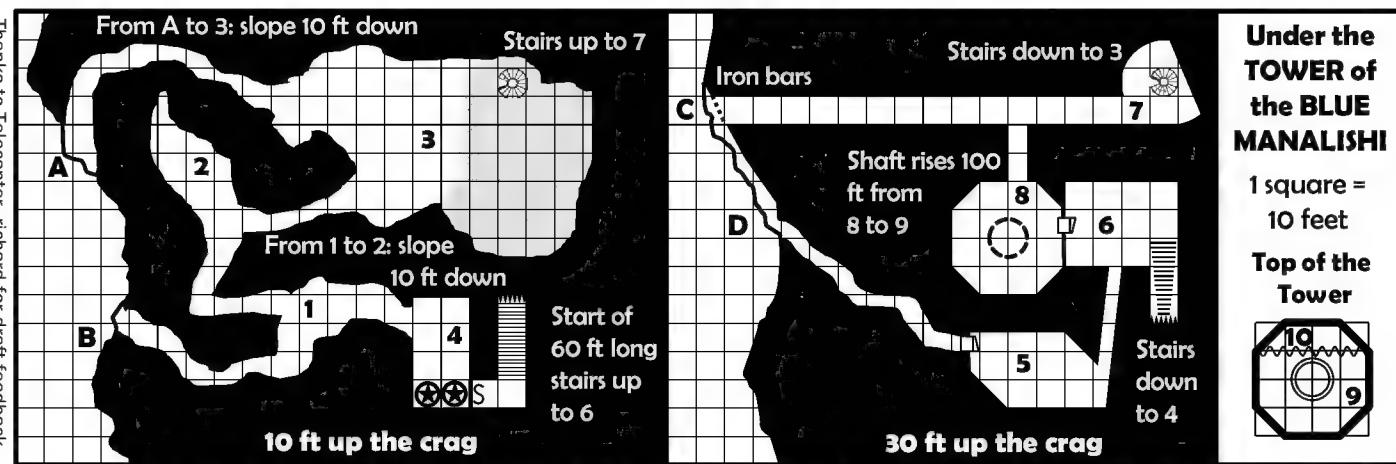
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THE EGG OF THE GAZOLBA

A nonviolent (?) adventure, with apologies to [Clark Ashton Smith](#)

By Roger S. G. Sorolla 2011 One Page Dungeon Contest entry. CC license: <http://creativecommons.org/licenses/by-sa/3.0/>
See <http://rolesrules.blogspot.com/search/label/nonviolence> for background, and G-rated ending.

King Euvoran IX rules thanks to a living Gazolba bird crown, which lays an egg when a son is born to him. The bird dies when he dies, the heir's egg hatching the new king's Gazolba. Now his Vizier tells you shocking news: the egg for the Sultan's only son has been replaced by a plaster sham! Divination traces the true egg to the windowless Tower of the Blue Manalishi, on a limestone crag in the royal hunting forest. Only you can retrieve it, for the Tower is dangerous, and who would believe foreigners if they squealed? The Vizier arranges a diversion for the keeper of the forest, one Syrax: high level, tracking ability near flawless in his own woods, prone to arrest trespassers. But the distraction is only for an hour. Syrax will surely follow your trail to the crag. The Vizier advises you: climb up into one of the four cave mouths, and leave no trace of which one ...



The rough crag offers good climbing. A narrow ledge runs between C and D. Entrances are natural caves except for C, a square tunnel blocked by iron bars (may try bending).

1. Human skulls, bones around entrance to 2. Fair warning...
2. Giant-troll 9 ft tall with mossy tree branch club. Asleep, but will awaken to loud noise on this level. Is really too tough for party to fight. Speaks Common and will bargain, craves treasure (already has 450 coins) and human flesh.
3. Huge cavern, piled old supplies at west end (oil, water barrels, untrustworthy rope, pickaxes, shovels). Two layers of slime mold (red over green) cover the east end and staircase. In southeast corner under mold layers, boxes with rolls of white silk worth 500 coins. *Red mold*: dies from water, spore cloud if touched or burned, all within 20' risk 1d6x10 minute coma. *Green mold*: infects by touch, grows rapidly when wet, dies from burning.
4. Room carved out of rock, plaster on walls scored in a square pattern. Granite statues of a royal couple ("KING ISIDOR" and "QUEEN ISABELLE" on bases; king wears Gazolba crown). Each holds in front a shield with a hand outline. Push the king's, he slides: secret door! The queen's rings a gong that will wake and attract the troll.
5. Clean kitchen, many cupboards. Smell of sausages frying, grubby cook cracks a huge white egg into a skillet; without looking up he says "How many for breakfast?" Cook, smell and fire are an illusion repeating once a minute. Looters can take 800 coins worth of kitchenware, and silver "S" and "P" shakers with cursed contents: the salt sleeps, and pepper paralyzes, anyone who tastes it.
6. Walls and floor faced in blue-veined marble. Guarding the brass-fitted ebony door is a living plate armor made of rippling, shining magic water, with an enchanted halberd. It speaks, demands your business, will deny and delay; but likes to brag of its invulnerability; may let slip it has a weakness, but not what. In truth, if a living plant touches the armor it will dissolve. So, it fears the troll in area 2 and its mossy club. Ice will also freeze and stop it.
7. The flat wall here has a mural of the Blue Manalishi, a skinny, sly-eyed old woman in a blue wrap and 3-pronged headdress. A sconce nearby holds 10 incense sticks.
8. Tower's shaft rises to ceiling and through round gap. On floor is an 8 ft round brass platform, railing worked with clouds and dragonflies. Its control is a 4ft column in the center with a plunger at top. Pushing it down at ground level sets off a squawking, alerting the armor from room 6. Pulling it up makes the platform rise, 10 ft per 6 seconds.
9. Hanging between 9 & 10, a canvas painted with cartoons of young Euvoran IX... Warring overseas, taking a woman, sailing away without her ... Anxiously consulting the Manalishi when the Gazolba lays a black, illegitimate egg ... Hiding the egg in her Tower. Looking at the canvas too long gives headaches and minor damage. On the south side, a shrine to Truth, incense holder and blue flame. Light incense from area 7, and the Manalishi's voice tells how the Vizier learned of the black egg, gave a false story; outsiders wouldn't know what the black egg means. What to do with the truth? How to get back past Syrax? The Manalishi may give a free teleport if you think that too hard.
10. Cut the canvas, and enter. The politically priceless black egg is here, on a nest of gold straw worth 1000 coins.

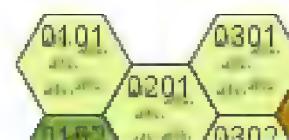
Under the TOWER of the BLUE MANALISHI

1 square = 10 feet

Top of the Tower



WILDERLANDS OF DIRE OMEN.



0215 Alkali Flat Chemical sands burn exposed skin when damp. Storm devils wear victims to the bone.

0312 Squalit Town of farmers subjected to a curse – every full moon a resident transforms into a monster, rampages, and at dawn runs off into the mountains.

0413 Animate Petrified dinosaurs roam these valleys.

0415 Ancient Mine track leads into local caves. Hidden in nearby bushes is a wheeled cart of strange design.

0514 Oracle Caves Primordial giant sleeps for eons beneath the mountains, uttering ancient secrets & dark prophecies. A cult of resident sages claims they can interpret auguries for visitors – for a steep price.

0518 Fellport Lonely outpost of civilization. Rulers are debauched and many citizens are eccentric or insane.

0519 Waterfront Seedy suburb, scene of night trading. Crews can be hired in local taverns; some are pirates.

0619 Old silver mines claimed by rival knocker clans.

0707 Mount Cascade Spirals of light and fire dance & sing over the peaks on nights of the dark moon, disturbing sleep for miles around with fever dreams.

0818 Copper mines here enrich Fellport's upper class.

0914 Lake Kalbe Magic ice floes cluster here all year long. A ghost pirate ship passes through occasionally.

1003 Winterlight Twisted faerie castle ruled by the Banshee Queen & her faerie knights. Her court is the site of grotesque banquets & insane revels every night.

1103 Tumbledown Tree-village of intrepid miners. They dig star-metal out of the ancient impact crater nearby.

1110 Circle of standing runestones drains life from the wastelands – travelers staying near it for too long die.

1117 Lord of the Bog Sentient tree responds savagely to destruction in his domain by controlling plants & beasts. A nearby graveyard has magic items & spirits.

By Roland Volz • Map: [Hexographer™](#)

RANDOM ENCOUNTERS: Roll 1d6

(-1 in North third, +1 in South third)

0 Raiding party of pixie knights mounted on giant wasps (daytime) or bats (night)

1 Goblin war party led by black knight

2 Orc shamen hunting wild spirits & slaves

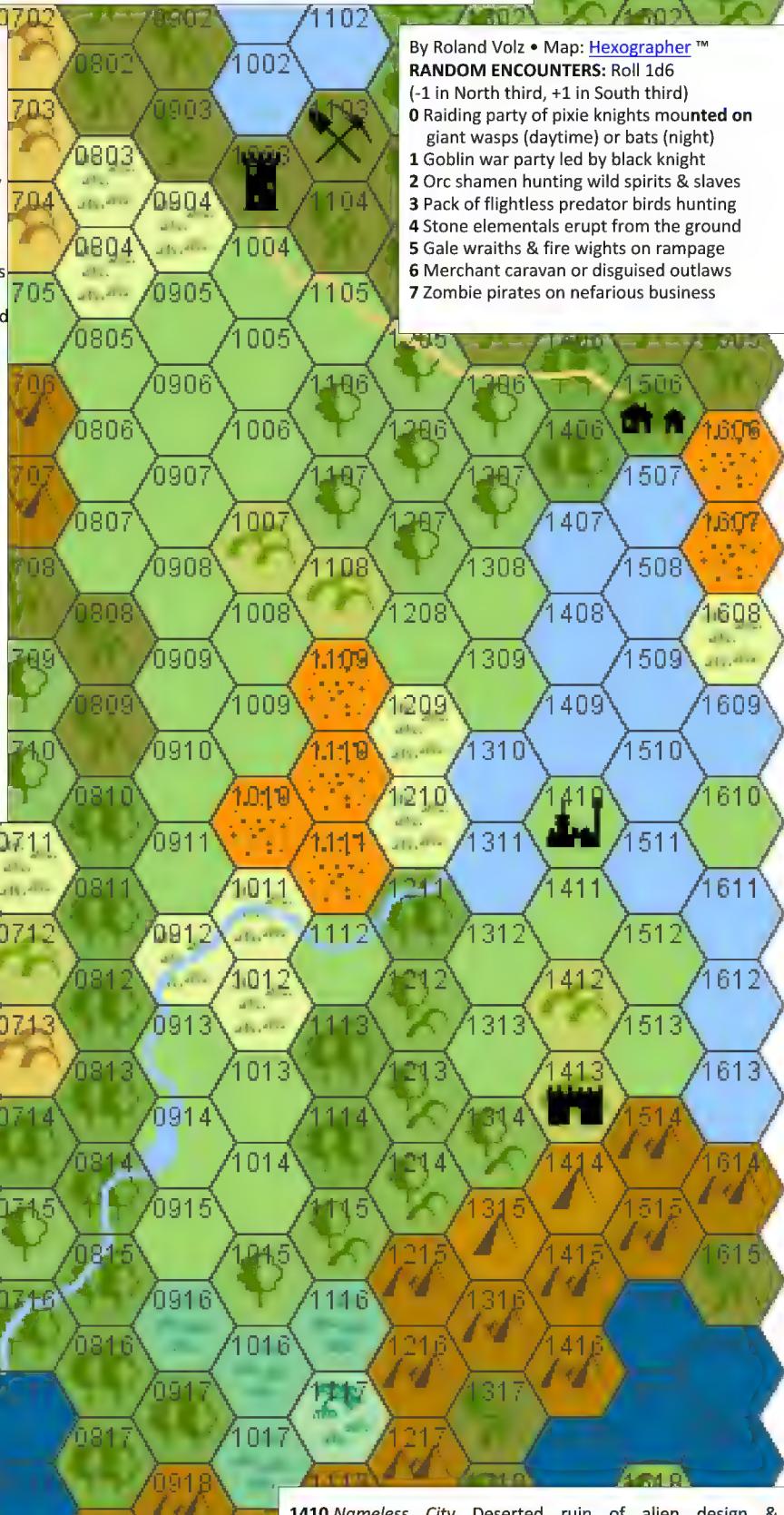
3 Pack of flightless predator birds hunting

4 Stone elementals erupt from the ground

5 Gale wraiths & fire wights on rampage

6 Merchant caravan or disguised outlaws

7 Zombie pirates on nefarious business



1410 Nameless City Deserted ruin of alien design & construction. Legend says it fell to earth 1000s of years ago. Haunted by strange vampires & ninjas.

1413 Fort Elishondar Outcasts & outlaws have taken over this outpost. Riddle challenges are popular.

1506 Ramshackle Tiny village of fishermen. They pull many odd and forgotten things from the depths.

1614 Sea cave hides pirates – a ghost ship docks here, with zombie crew & captain cursed by a crystal skull.



Scale: 1 hex = 50 miles

THE ISLAND

Shane Knysh

The Island is a small tropical island. The weather on the island is almost universally pleasant although the rare sea storms have been known to force smaller watercraft to beach on the island doing considerable damage.

There are only a small number of sites, a small number of inhabitants, and only one event that will trigger when the party has explored the island.

A The Lagoon

If the party is forced to land on the island during a storm the lagoon is the most likely place for a safe landing. The water is crystal clear and calm even during the worst storms. On the beach is the remains of a small pleasure craft. It appears that after crashing on the beach the majority of the craft has been dismantled.

B The Clearing

Near the center of the island is a small clearing. Simple tables surround a large cooking fire pit and a pair of earth and clay ovens.

C.1 The First Cabin

A small cabin with a single interior room. Two hammocks are hung in bunk bed style. A large chest with some rotting clothes, a sextant, and a ships' log book is shoved into the corner.

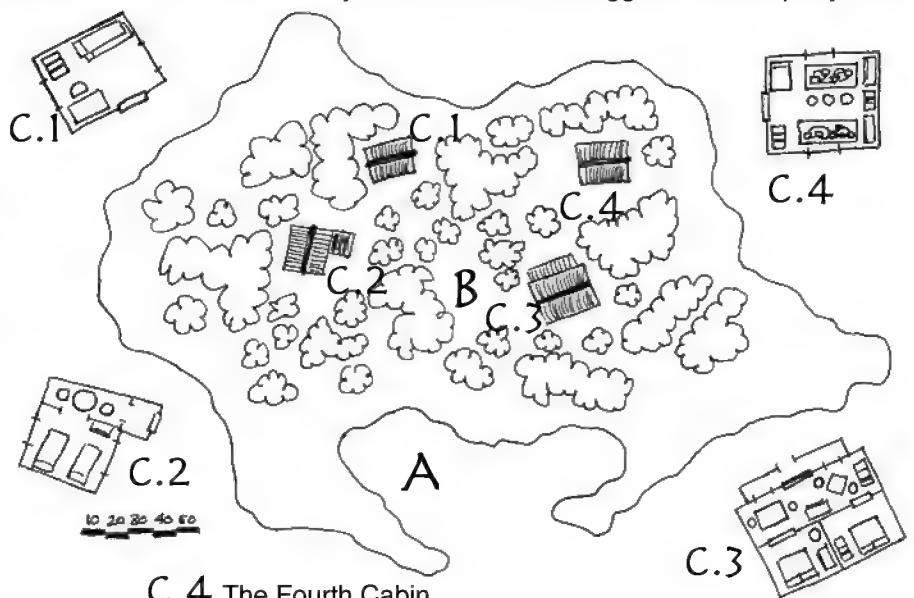
C.2 The Second Cabin

A slightly larger cabin which has a small porch and two interior rooms. The first room contains a small ornate teak table with mother of pearl inlay. The chairs are well made and intricately decorated. The interior room contains a wardrobe, a stout chest and a pair of beds set side-by-side. The wardrobe contains rotting and useless clothes. The only surviving items are a set of thin leather belts each expertly made to contain a hidden pouch. These belts have been bleached white. The chest contains the moldering remains of many stacks of thick paper.

C.3 The Third Cabin

The third cabin sits adjacent to the clearing. The wide front porch has a pair of low benches that might be used for afternoon siestas. The main room of the cabin contains well made tables, chests, and cabinets arranged into several food preparation stations. Unfortunately whatever food might have been present has long since been consumed or rotted away.

In the back are identical rooms. Both contain a double bed, a wardrobe, and a small dressing table. One room is decorated with various earth goddess designs and has a sturdy work dress hanging in the wardrobe that is intact and usable. The other room has large colorful feathers strewn around the room. The bedding has been torn to shreds. A small box on the dressing table hold a large collection of costume jewelry and glass baubles.



C.4 The Fourth Cabin

The majority of this cabin is taken up with various machines and projects of all shapes and sizes. Several large clockwork constructs share shelf space with numerous stoppered potions and well preserved scrolls.

In one corner of the room is a small cot. Under the cot is a locked chest. The lock on the chest is of excellent quality. The chest it contains a small book wrapped in oiled leather. It is a treatise on theoretical physics with a handwritten dedication to R. Hinkley signed by the author Dr. Frink.

THE EVENT

After the party has had a chance to explore the islands' inhabitants will make their presence known. These creatures should be scaled appropriately for the players.

The island is home to seven undead which can be encountered alone or in groups.

1. A skinny skeletal form wearing the tattered remains of a red shirt.
2. A large bloated zombie usually found following the skeleton. His clothes are badly stained from years in the jungle but you can still make out the original blue shade of his shirt.
3. A pair of aged specters always encountered together. One has a wide brimmed hat while his partner is never without her parasol.
4. An earth spirit. This small female form seems to be part ghoul and part earthen creature. The vegetation of the island reacts to the will of the earth spirit.
5. A wailing banshee. With long reddish hair and flowing robes this banshee will try to ensnare the party with her melodious voice.
6. A techno-lich. This desiccated corpse wears a pristine white coat and has many techno-magical devices.

The undead will try to force the party to leave the island and force themselves onto whatever means the party uses to escape.

VENTURE TO THE VIMANA

By S. J. HARRIS

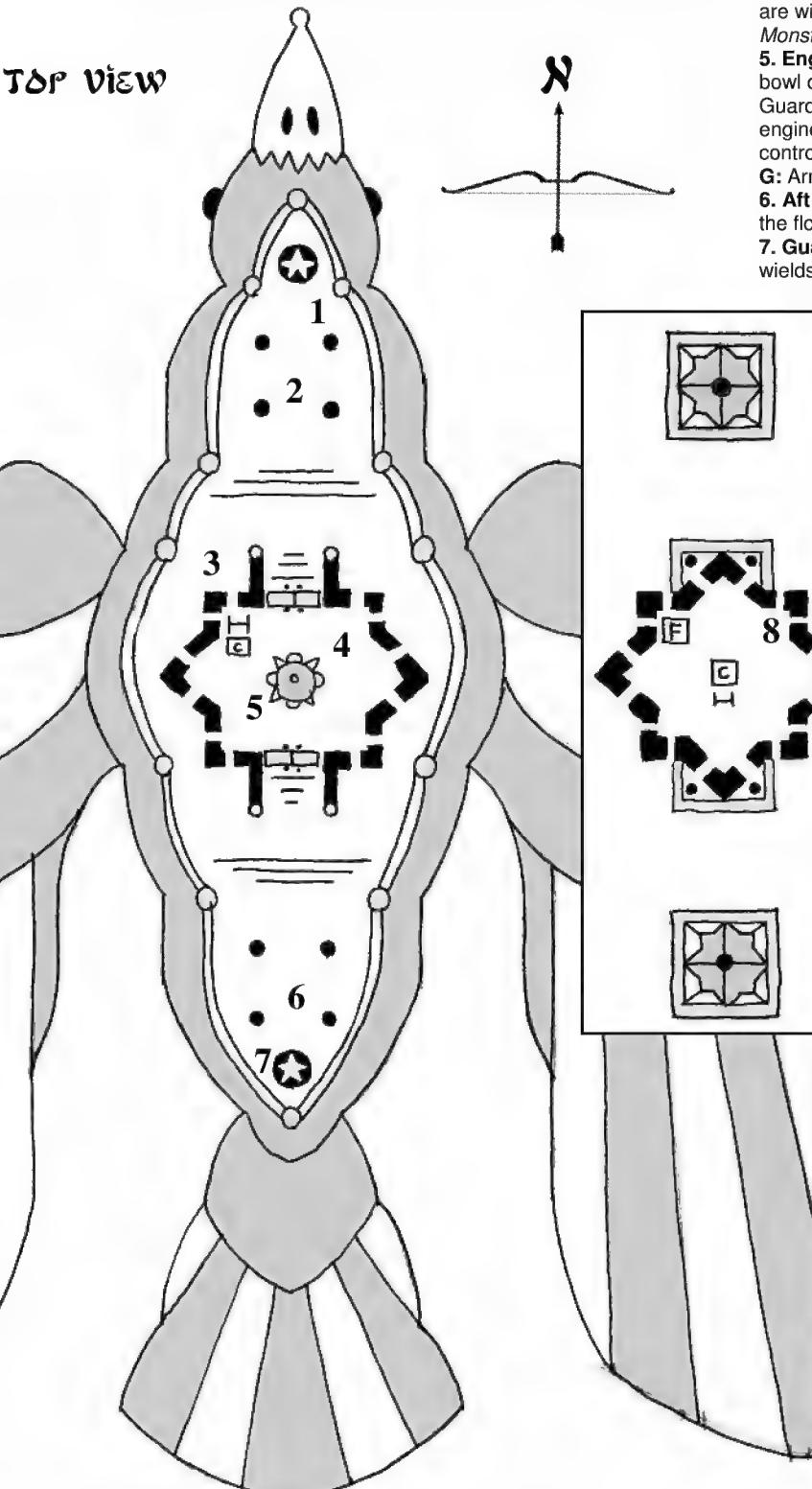
Gaming Blog : <http://baffoosandbeasts.blogspot.com/>



Description: The Vimana is ancient flying machine from Mythic India.

Background: A Rankasta named Vikram discovered the whereabouts of a lost Vimana in a long shunned area of jungle. He concocted a plan to lure a workforce with tales of treasure to clear the craft from the jungle. The thieves guild called *Tiger Whiskers* was lured there and enslaved by Vikram. The thief Rohit the Red being clever activated the ancient guardian statues of the ship and escaped. He fled into the jungle and tells his story to the adventurers. The guardian statues caused havoc on the Vimana. Vikram locked himself in the crew quarters. The remaining *Tiger Whiskers* panicked and are hiding in the control room. Rohit's tinkering with the controls have caused the 'engine bell' to over heat and the Vimana will soon explode unless repaired. All this has stirred up the ghost of one of the long dead crew, Sunetra of the Lost One. She is annoyed with the usurpers rudeness and is terrorizing Vikram and the crew. She believes she is still living.

Meanwhile the guardian statues guard the deck & attacks all intelligent beings who set foot on it. Being drawn by the chaos jungle creatures have boarded the vessel. The adventurers arrive and discover the pandemonium on the Vimana.



1. Guardian Statue - This multi-armed bronze statue has yak's head & wields two scimitars. It will attack any intelligent foe. *Monster: Guardian Statue (1)*

2. Fore Deck - This deck has a navigation cupola with a map of the region inlaid on the floor. A dead *Tiger Whisker* thief clutches a sack.

Treasure: Sack - 200 gp, silver bowl, dagger with gem pommel.

3. Main Deck - This deck is strewn with various supplies Vikram's forced labor used. *Monster: Giant Ants (7)* - The giant ants swarm the deck eating food stuffs and a few are stealing gold for their Queen. *Treasure: Gold scrap worth 500 gp.*

4. Control Room - This room is full of five panicked *Tiger Whisker* thieves. They are wielding x-bows and daggers. They have barricaded and locked the doors. *Monster (5): Thieves* - They are distrustful and will not open the doors.

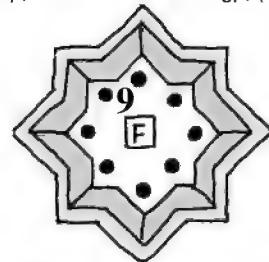
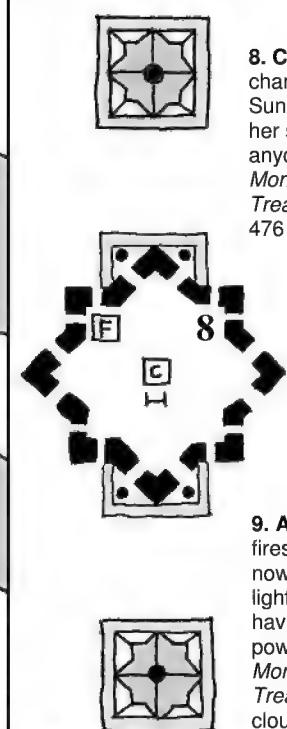
5. Engine Bell - This large bronze bell is covered in ancient script. It hangs above a bowl of silver flaming liquid. The bell is over heated due to the Lighting Bow and the Guardian Statues being both on. If one or the other is not switched off soon the engine will explode. Jewel encrusted levers surround the bell and serve as the ships controls. *Levers: A: Up B: Down C: Accelerate D: Decelerate E: Take Off F: Land G: Arm the Guardian Statues H: Arm the Lighting Bow*

6. Aft Deck - This deck has a navigation cupola with a map of the region inlaid on the floor. A dire Vulture is perched here waiting on a meal. *Monster: Dire Vulture (1)*

7. Guardian Statue - This multi-armed bronze statue has elephant's head and wields two scimitars. It will attack any intelligent foe. *Monster: Guardian Statue (1)*

UPPER LEVEL

8. Crew Quarters - Vikram being a creature of comfort furnished this chamber as his palace. It is filled with cushions & all manner of luxury. Sunetra the Lost One is in this room. She will assume the adventurers are her servants and order them about. She is both beautiful and deadly aging anyone who displeases her. An elephant shaped chest rest in the corner. *Monster: Ghost (1)* - If flattered and waited on she will refrain from attack. *Treasure: Elephant Chest* - This trapped chest animates & attacks. It holds 476 gp, 73 sp, diamond worth 717 gp, (5) trance inducing incense cakes

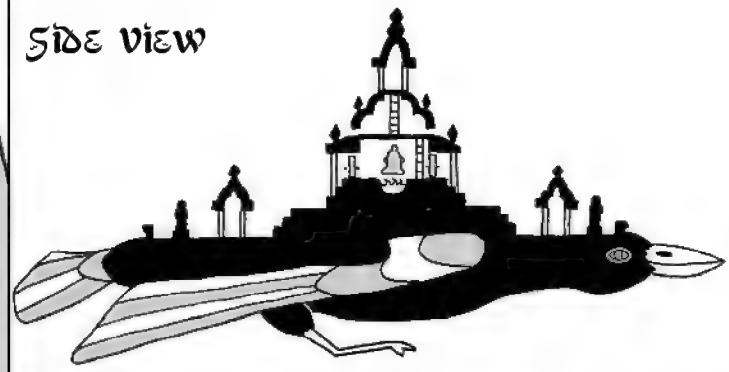


9. Archery Deck - This room has a golden bow that hovers in midair & fires lighting arrows. Sunetra aged the Rakasta in a fit of pique. Vikram now quite old is hiding here from Sunetra. He is taking pot shots with the lighting bow at anything moving on the deck below. He is tired, hungry & having a nervous breakdown. He is still very cunning and will use his powers to persuade the adventures he is a kidnapped prince.

Monster: Rakasta (1)

Treasure: Jewelry worth 300 g.p., Pipe of Fumes - Creates a stinking cloud, Light Pick +1, and the key to his Elephant Chest.

SIDE VIEW



The Lost Catacombs/Lair of the Red Bandanna Bandits

By Simon Forster/www.theskylfullofdust.co.uk

The Lost Catacombs lie beneath the rubble of a ruined temple, only the foundations and some walls still standing. A cleared stairway leads inside, to where a group of bandits have taken up residence, calling themselves the Red Bandanna Bandits, after the red cloth

that they wear on their heads. They have stored up a sizeable hoard after several months of raids. Recently, after some misjudged exploration, they disturbed some undead and have been on their guard ever since. They are considering leaving, if the undead problem gets any worse.

Room # 3

The bandits use this room as a vault for their most valuable treasure. Several locked chests hold the bandit's gold, jewels and other such items, waiting to be sold off.

A former crypt, there are six sarcophagi still here, intact, and undisturbed. All hold the skeletons of priests laid to rest; none have any treasure.

Room # 5

A crypt holding niches in which skeletons are interred.

Room # 6

Another crypt, with niches along the walls holding rotten coffins of old skeletons, clergy members buried with their prayer books. Webs coat the ceiling, holding several spiders (large spiders). The bandits avoid this room.

Room # 2

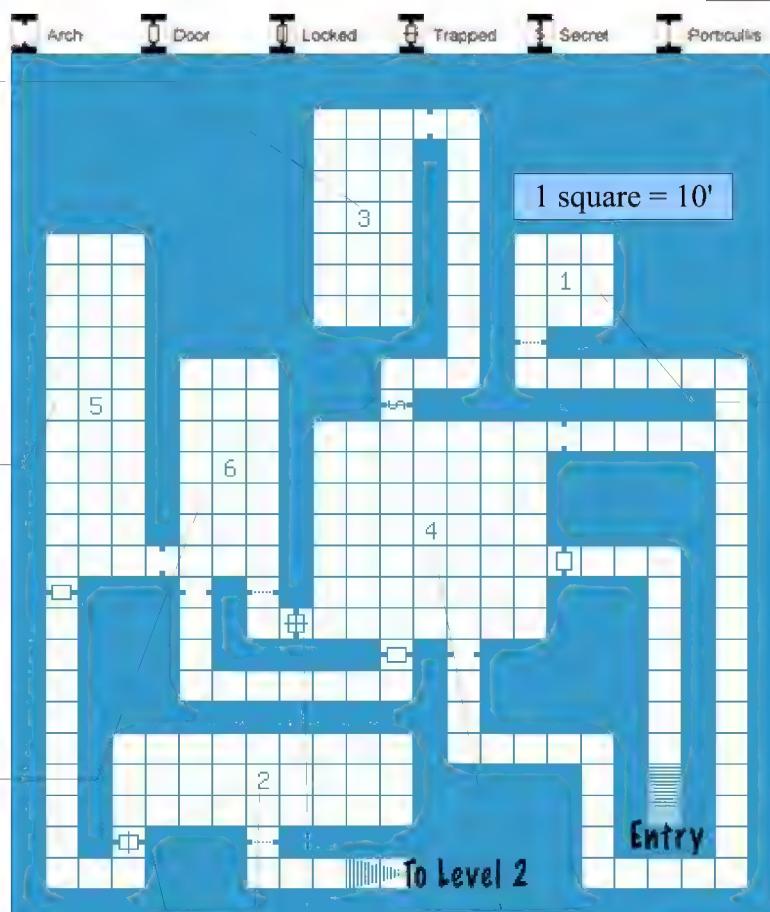
An older crypt, dusty and not disturbed for decades. The portcullis is shut, the winch broken. The crypt has niches in the walls, each holding the remains of servants, while a large sarcophagus rests in the centre, carved with pictures of trees and mountains, lakes and a cloudy sky.

Inside is an undead priest, resting until disturbed, hostile to any that defile the crypts. The corpse lies on a small amount of treasure.

Wandering Monsters

1d8	Monster(s)
1-2	d4 bandits
3	d4 giant spiders
4	d2 zombies
5	Moaning (wind)
6	Moaning (undead)
7	d4 skeletons
8	Bandit Leader

1 in 6 chance, check every turn.



Room # 1

The leader of the bandits, O'Connor, uses this former crypt as his home. The sarcophagus has been converted into a bed, lined with furs and blankets, the former inhabitant thrown into room #5. The leader is often found here, counting his gold, unless (25%) he is sleeping after their latest raids. The portcullis is activated by a winch on the outside, and is currently wedged open with a rusted short sword.

Trapped Door

A poison-needle trap, which causes a paralysis for 1d6 turns (10 minutes).

Trapped Door

A poison-needle trap, save or suffer hallucinations for 1d4 hours.

Room # 4

This large room is decorated in stolen furs, tapestries, and furniture that lies scattered across the room. The bandits occupy this former hall, eating, drinking, sleeping and enjoying the fruits of their labour.

At any time, 2d4 bandits can be found here; 25% asleep, the rest relaxing. A couple are generally on guard, keeping an eye on the two visible doors leading out.

Scene of the Crime

By Steve Johnson
www.kingyak.com

The Crime: Tara Winters, a college student at the local university, was found murdered this morning around 10:00 a.m. The body was discovered by her friend Danielle Morgan, who stopped to check on her when she didn't show up for class.

The Scene: Tara was murdered in her apartment, a spacious two-bedroom in one of the nicer college complexes. As the investigators comb over the scene, they'll find:

① Tara is lying in the middle of the living room with cut wounds to her face, upper body, and throat and defensive wounds on her hands. The body is lying in a circle containing a strange symbol and there are a few candles around the edge of the circle. While it looks like this is roughly where Tara was killed, it's obvious that the body has been moved. Astute investigators will realize that the body was moved to draw the symbol. Tara's phone is in her pocket. The most recent call was to Matt Dixon. The most recent text was to someone named Drake Nightshade and read "Cum Ovr. Want 2 C U!"

② There's a CD in the stereo by a band called Exquisite Depression. It's terrible. The inside cover of the CD case (which is lying on top of the stereo) contains a symbol that is similar to the one around the body.

③ There's some mail and a couple of school books on the kitchen table. The only thing of interest is an unopened letter (a bill, if the investigators open it) from Tom Mitchell, a private detective.

④ There's cold pizza and beer in the fridge, and not much else. In one of the cabinets is an empty cereal box containing a manilla envelope. It contains photographs of a woman in her late 40s and what looks to be a much younger man (his face is not visible) having quite a good time in a hotel room. There's also a knife block with one of the larger knives missing on the counter.

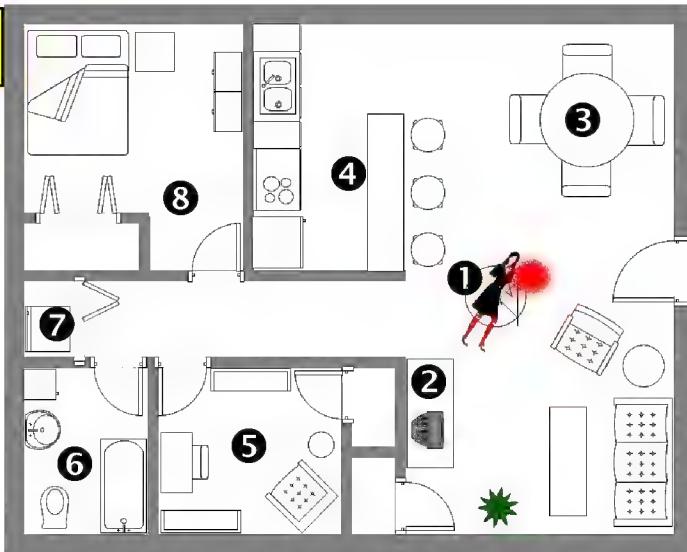
⑤ The bookshelves in the study are full of school books and Anne Rice novels. The computer is on and logged into a popular social networking site. Tara's page mostly consists of bad, gloomy poetry and links to Exquisite Depression videos. According to the site, she's in a relationship with Matt Dixon.

⑥ The bathroom contains nothing of interest, except perhaps to bacteriological scientists.

⑦ The utility closet contains a stack washer/dryer combo. There's an Exquisite Depression T-shirt in the dryer.

⑧ On the dresser, there's a picture of Tara with an older couple who appear to have just gotten married. The woman in the picture is the same woman in the incriminating photos in the kitchen. The back of the photo says "Me, Dad, and Babs at their wedding" and is dated a little over two years ago. Tara's smile in the photo is very forced.

Witnesses: The only neighbor who noticed anything unusual last night was Phil Newman, a stoner type who lives next door. He says that around 1:00 a.m. he heard Tara and "some dude" (he doesn't know who) yelling and then somebody turned Tara's stereo up really loud. He was going to go check it out, but then a totally freaky cartoon came on and he forgot all about it.



Possible Leads: Looking into Tara's background and questioning her friends will turn up the following potentially useful information:

- Tara's father, Henry, is a very wealthy investment banker in the city. He married his second wife, Babs, just over two years ago. While they seem happy enough together, Tara didn't like Babs and thought she was a gold digger.

- Tara was "like totally deep and tortured and stuff," according to her friends.

- Tara's favorite local band was Exquisite Depression, and she had a huge crush on the lead singer, Drake Nightshade.

- Tara and her boyfriend Matt fought often. Their most recent fight was after last week's Exquisite Depression concert at a local bar, when Matt thought she got a little too friendly with Drake Nightshade after the show.

- The missing knife can be found in a dumpster behind the gas station across the street. It contains enough blood traces to link it to the murder, but no evidence to identify the suspect.

Persons of Interest:

- Matt Dixon says he was at home studying for a big psychology test last night. His roommates were at a frat party, so there's nobody to back up his story.

- Drake Nightshade played a gig last night until around midnight, then left to pick his girlfriend up from work. The two of them made it back to the bar around 1:30 in the morning. Drake says he vaguely remembers Tara from last week's show, but doesn't remember giving her his phone number.

- Babs Winters and her husband were at home asleep last night.

- Tom Mitchell was hired by Tara to investigate her step-mother, who she believed (correctly) was having an affair. Her lover was, according to Mitchell, "some college kid." If asked for a more detailed description, Mitchell will describe someone who looks a lot like Matt Dixon (showing him a picture of Matt will confirm that he and Babs were having an affair).

The Whole Story: When Tara suspected her step-mother was having an affair, she hired Tom Mitchell to trail her and take pictures. When Tara got the pictures a couple of days ago, she recognized that Babs was fooling around with her boyfriend, Matt. Last night when Matt came over, Tara confronted him and they argued. Then he flew into a rage and killed her. Once he realized what he'd done, he tried to frame Drake Nightshade.

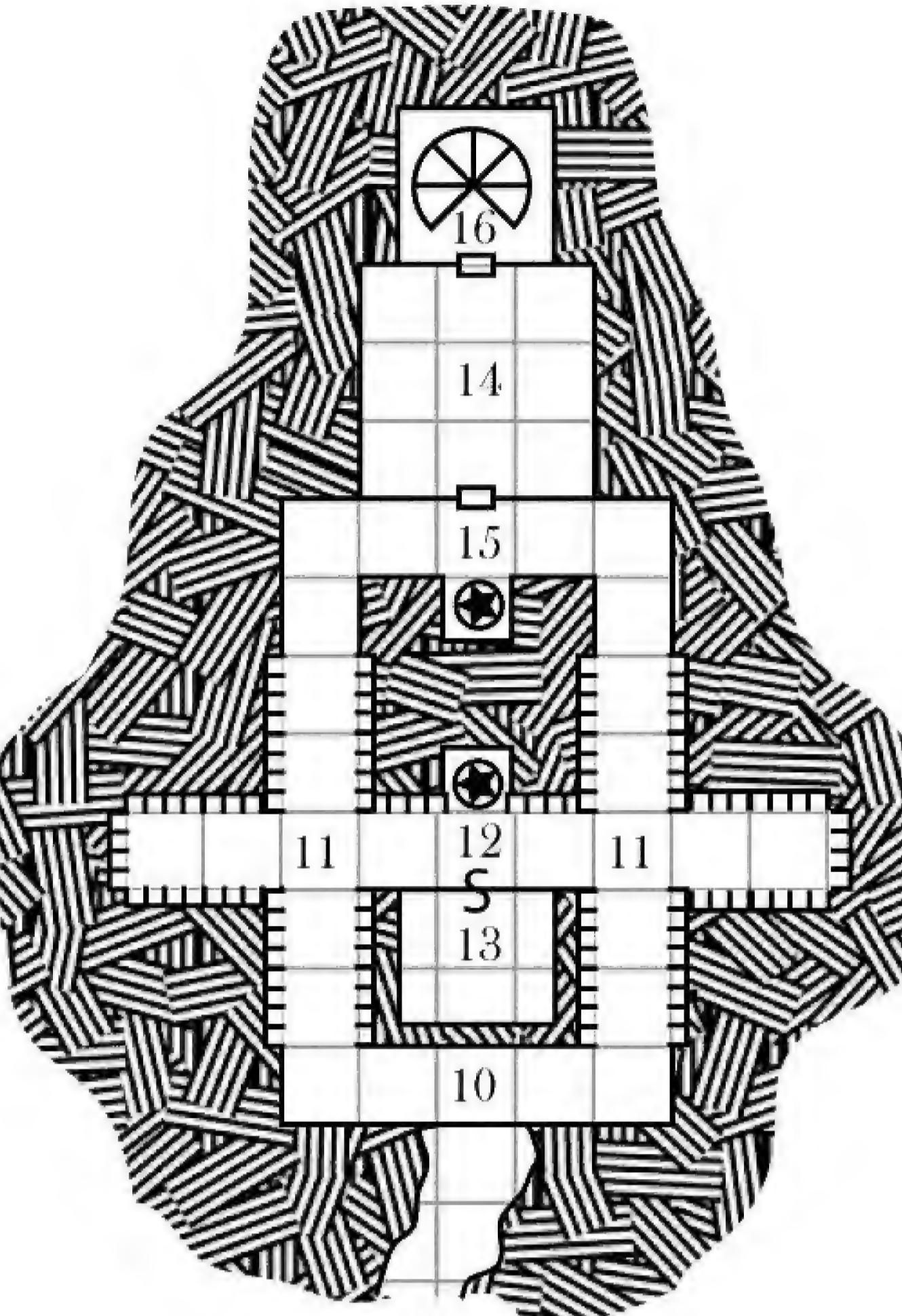
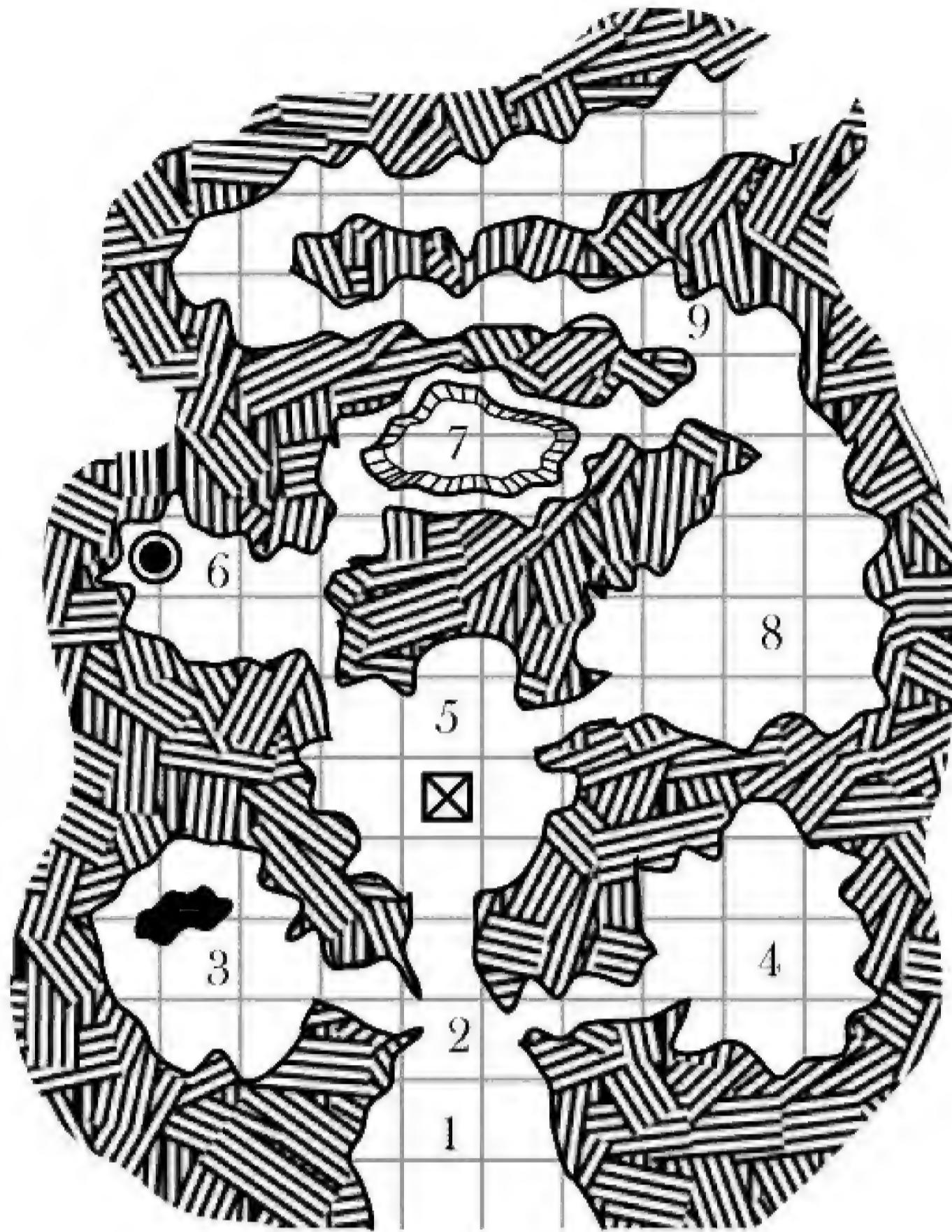
THE END OF THE WORLD

by Stuart Robertson



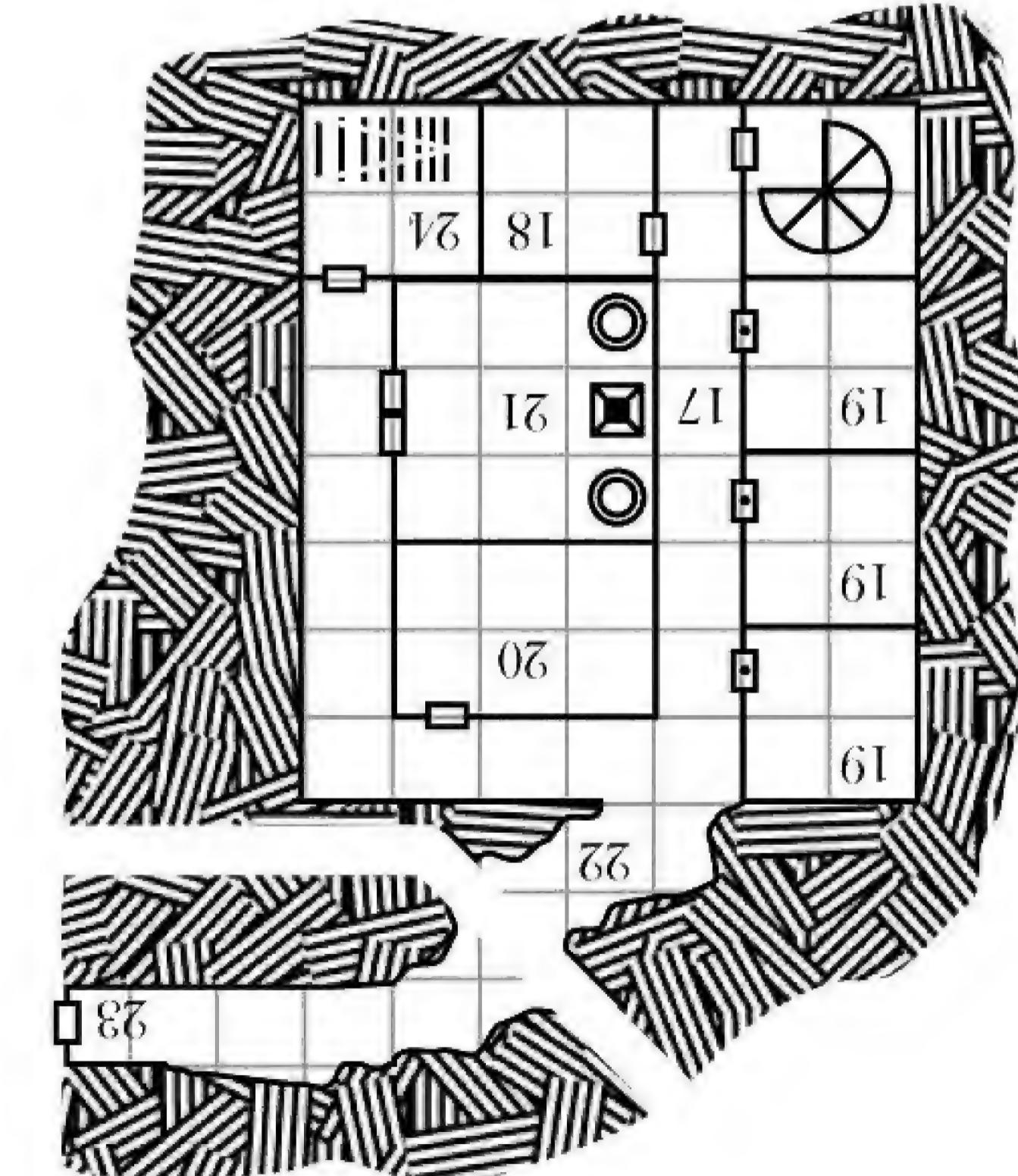
A. The Caves

1. Entrance Cave – Illuminating this large natural cave is the lantern from 2 *Gnomes* looking for their lost companion.
2. Dank Tunnel – The floor is wet and treacherous from water dripping from the ceiling. A dank earthy smell fills the air.
3. Pool Room – This room is lit by a dim red glow from 3 *Fire Beetles* on the walls. A *Blessing* pool contains 12 coins.
4. Fungus Garden – This room is filled with a wide variety of different mushrooms. Characters have a 2 in 6 chance of releasing hallucinogenic spores (*Phantasmal Force* for 1d4 turns). Eating one *Cures Light Wounds* + *Phantasmal Force*.
5. Yellow Mist – A thick yellow mist clings to the ground here. Characters have a 2 in 6 chance of falling in hidden pit.
6. The Well – The floor is wet and slippery. Anyone looking into the pit must make a saving throw or slip to their doom!
7. Insect Room – Characters edging around the narrow ledge have a 2 in 6 chance of slipping down into an *Insect Swarm*.
8. Spiders Lair – 4 *Giant Spiders* scuttle out to attack! Within their webs is a cocoon with a weakened *Gnome* inside, as well as 70 coins, a silver dagger and a *Magic Spear*.
9. Stone Stairs – Weak characters or those in heavy armor have a 2 in 6 chance of falling 10' during the 100' climb to the Crypt Level above.



B. The Crypt

10. Hall of Skulls – Characters must break through the wall (open door check) to enter this hallway. Niches along walls hold 12 *Undead Skulls* that will politely answer questions about The Crypt in Ancient.
11. Dusty Catacombs – alcoves along the walls contain scores of skeletal remains. Several bodies have missing heads. A *Wood Golem* rattles about keeping the place orderly. It will only attack in defence (see next entry).
12. Pointing Statue – an 8' tall stone statue stands pointing straight ahead (it's pointing at the Secret Door). This *Living Statue* activates if the Wood Golem is destroyed.
13. Forgotten Room – a skeleton sits slumped over on a chair behind a desk. Scrolls of *Protection from Undead*, *Feather Fall* and a *Treasure Map* and a gold candlestick are on the desk. A locked chest contains several rare historical texts.
14. Antechamber – This room is magically silent. These doors are heavy and require an Open Doors check.
15. Smashed Statue – the arm of this 8' tall statue has broken off and a bowl of (50) coins is scattered at its feet. If anyone touches the coins the statue recites *Animate Dead*.
16. Spiraling Stairs – these stone stairs spiral up 100' to the Dungeon Level above. They end in a stone floor block, which must be pushed aside (Open Doors Check) to open.



C. The Dungeon

17. Dungeon Hallway - Torches along the walls light this area.

18. Storage Room - This room is filled with barrels of rotten food. 12 Rats and 4 bottles of wine can also be found.

19. Prison Cells - The Bugbear in room 20 has the key to these locked doors. Inside each prison is a missing Villager.

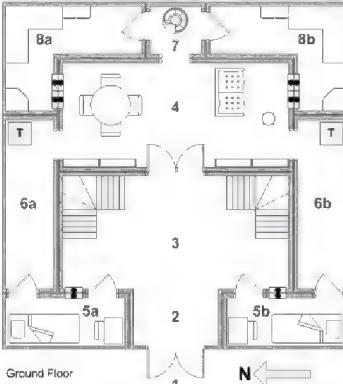
20. Guard Room - 2 Hobgoblin Mercenaries and a Bugbear drink and play dice games here. They have 46 coins and several casks of wine.

21. Temple of the Slime Lord - Two braziers illuminate the room. A group of 5 Cutliffs preparing to lower a Villager into the pit and the Ochre Jelly kept at bay by the heat from the braziers. The Conurer who leads this cabal can cast Fear and Mirror Image.

22. Winding Passageway - This roughly cut tunnel slopes steeply down and continues for 100'.

23. Sally Port - This heavy Wizard Locked iron door is engraved with a leering face with a long tongue tied into a knot. Saying the word, 'NEPO', opens the door and leads to the Mountain Walkway below The Gatehouse. Noise or arrows at anyone on the path.

24. Wooden Staircase - Leads up to the Citadel Level above.



BACKGROUND: Sir Jaan d'Vontur is the stodgy old owner of Castle d'Vontur, a three story tower that has been family owned for generations. The old knight's cruel rule over the surrounding lands has both angered local merchants and villagers as well as left him unmarried and without offspring.

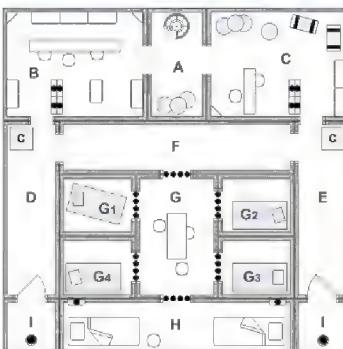
Several wealthy merchants have hired an experienced assassin to kill the old knight. The assassin must infiltrate the tower, avoid the servants and guards and get to Jaan.

Unfortunately, the merchants are unaware that their plan has been discovered. Jaan d'Vontur has hired his own assassin to counter the plot. When the player character arrives to kill Jaan, a powerful assassin of equal level will be waiting...

NOTES: This one page dungeon is designed for a single assassin character of levels 7-9. It has been designed with the 1st or 2nd AD&D rules in mind but can be adapted to any current d20 system.

It is expected that the PC has had experience in neutralizing high level knights/fighters which is the reason he or she was sought out. Payment for the assassination is whatever the PC's current rate is (or at least 5,000 gp).

Sir Jaan is truly a ruthless and cruel old tyrant. If the PC is caught, it is likely he or she will be brought to the cellar prison and tortured over several days until revealing the assassination plot and finally, death.



By Thom Wilson

Another Knight Like This

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Encounter Areas:

Ground Floor

- Double Door Entrance: The entrance to Castle d'Vontur is made up of two large wooden doors. These doors are unlocked by day and securely locked by nightfall.
- Foyer: A simple entryway for receiving guests to the tower.
- Entrance Hall: This large (nearly 20'x25') hall is the central room of the ground floor. At least one man-at-arms will be present here at all times (a roll of 6 on a d6 indicates a pair of guards instead). The hall is nearly empty.
- Receiving Lounge: This room is used for discussing business with staff or regular guests. More important or personal guests of the knight will likely be allowed access to areas 17 or 20. Four large bookcases have several fine tomes on geography, politics and knighthood. One hour of focused searching will produce a scroll of sleep tucked away in an old dusty book.
- Northwest Guard Chamber: A simple room for two guards (bunk beds). Likely to be empty during the day (a roll of 1-5 on a d6) and possibly occupied at night (a roll of 1-3 on a d6).
- Southwest Guard Chamber: exactly like 5a.
- North Hallway: This hallway allows guard access from 5a, the cellar (through the trapdoor) and the Receiving Lounge (4).
- South Hallway: exactly like 6a.
- Stairwell: This small room allows access to both kitchen areas (8a, 8b), the Receiving Lounge (4) and the cellar through a spiral staircase down. Note: the stairs do not go up to the 2nd floor.
- Northeast Kitchen: This kitchen is used primarily for servant staff and guards.
- Southeast Kitchen: Much like the Northeast Kitchen, except that it provides food for the captain of the guard and Jaan d'Vontur.

2nd Floor

- Second Floor Hall: This large area is used primarily by the guards in the tower. By day, one to two guards could be found lingering here (a roll of 1-2 on a d6) and by night, a lone sleepless guard might be getting warm sitting next to one of the two fireplaces (a roll of 1 on a d6).
- West Guard Chamber: Off duty guards can be found resting here at night (a roll of 1-5 on a d6). During the day, this room is almost always unoccupied.
- Northwest Storage Room: Supplies for the men-at-arms can be found in this small area. d4 short swords, short bows and pole arms are likely to be found. Digging into the piles of used and broken arrows and quivers could produce 2d20 good arrows. This door to this area is always locked.
- Southwest Storage Room: Better weapons and armor are found here. Two suits of leather armor, one suit of chainmail and three small shields, all of decent quality are piled up. Two long swords are also tucked away in the corner; unbeknownst to the guards, one of them is actually a +1 long sword. Like area 11a, the door to this room is also locked.
- North Hallway: A frequently travelled hallway for guards during their shifts; this area connects the second floor hall to the eastern side of the tower. Guards will likely be found patrolling these halls (this area as well as areas 12b and 14) in their nightly travels. It is unlikely to find guards lingering here during the day (a roll of 1 on a d6).
- South Hallway: exactly like 12a.
- Northeast Observation Area: Patrolling guards will likely stop here during their shifts to look to the north and east (a roll of 1-2 on a d6 finds a man-at-arms looking out the small windows).
- Southeast Observation Area: exactly like 13a.
- East Hallway: This hallway is part of the nightly patrol route of the guards. There are several windows facing the east to view the countryside.

- Captain of the Guard Bedchamber: The Captain of the Guard, Luk Remall, resides in these chambers. The only trusted friend of Jaan d'Vontur, Captain Remall has many privileges including this plush room. Luk (Fighting class, high level) can almost always be found here in the night hours but with the current situation, will be sleeping lightly. He can grab sword and shield and be up to Jaan's quarters (area 20) approximately 60 seconds after any alarm has been raised. During the day, he can be found roaming the castle, watching over operations. He uses a finely crafted longsword +1, +2 vs. orcs, a stout shield +1 and can don an ornate suit of chainmail if given enough time. His bookcases are filled with books on military tactics, leadership and fighting styles. One tome, *Running a Castle Garrison*, can fetch up to 100 gp. Within the locked chest near his bed, Luk has several years of wages stacked up. 2d100 sp, d50 gp and 2d20 cp can be found underneath several layers of common clothing. A one way (leading east) secret door allows Luk quick access to area 14.

3rd Floor

- Jaan's Entrance Hall: This finely crafted room is the entrance hall to Sir Jaan's floor and personal chambers. Several fine tapestries and paintings can be found on the walls here.
- d'Vontur Lounge: This very long room (35') is an excellent observation lounge of the western countryside and provides spectacular sunset views. Jaan will take close friends here to relax and converse. The two bookcases contain hundreds of books on geography, science and mathematics.
- Hall of Knights: Several small statues line the south side of this hallway. Each one is a bust of a previous d'Vontur. They are not particularly valuable but are the prized possessions of Jaan. At the east end of the hallway, Jaan has set up a small shrine to his god (a small statue on the table). Jaan can be found here in prayer early mornings and late evenings.
- Library Hall: This short hallway contains several bookcases which hold hundreds of books on the lineage and deeds of the d'Vontur family. No references to any unflattering actions can be found within the pages (those books are long gone). A two way secret door can be found behind the east bookcase. It is finely crafted and hard to detect.
- Sir Jaan d'Vontur's Quarters: Most nights, Jaan (aged fighting man, high level) can be found here resting quietly. With the assassination plot known, he will be found sleeping lightly in the loveseat near the northern fireplace. An assassin, Cikut Amaz (equal level of player character, wields two poisoned scimitars +2) will be waiting in Jaan's bed. Very careful observation by the character may reveal the change in sleeping position. If the character approaches the bed, the assassin will wait until the last moment and spring upon the character. Jaan will confidently watch the battle between the two assassins until the NPC assassin is slain (or close to losing) or the player character engages him. If the NPC assassin is slain, Jaan will attempt to raise the alarm by fleeing west through the double doors or through area 21b (and then through the secret door there). If forced to engage, Jaan will try to use his personal dagger (a +2 weapon) if he cannot get to his primary weaponry (21a). He is old and weak and fights like a mid level NPC. If outmatched, he will try to bargain for his life with the money in area 21b. Even to his death, he will not disclose area 21c. Jaan keeps the keys to areas 21a and 21b around his neck.
- Jaan's Armory: Jaan keeps his family armor, shield and weapons in this area. The two large trunks contain his shield +2 and broad sword +2. The small trunk holds his silver chainmail +3. The door to this room is always locked.
- Castle d'Vontur Treasury: Two large chests nearly fill this room. The eastern chest contains all the monetary treasure that the d'Vontur family has acquired. Over 10,000 mixed coins (gold, silver and copper) fill the chest. The western chest contains several heirloom jewels including one bracelet (2,500 gp value), a ruby necklace (2,000 gp value) and several family rings (500 gp value each). There are 2d10 other pieces of jewelry within (value ranges d100 each). A two way secret door allows entrance to and from area 21c.
- Secret Chamber: Jaan has stashed his magical possessions here. The large chest contains 5,000 gp, six potions of extra-healing, three potions of cure disease and a bandolier holding five darts +5. The smaller chest contains a belt that holds three daggers +2 (one is missing, Jaan will have it in area 20) and the d'Vontur family crown (5,000 gp value). A well hidden two way secret door opens in to area 19 for quick escapes.

Cellar

A: Stairwell: A circular stairwell leads up to area 7. Several barrels containing mead and ale line the west wall.

B: North Kitchen: One of two additional kitchens in the cellar area, used to prepare for special occasions (large banquets or feasts).

C: South Kitchen: The smaller and second of two cellar kitchens used for extra preparation and storage. Barrels and food chests can be found in this area.

D: North Cellar Hallway: This hallway provides guard access to areas B and F. A ladder leads to a ceiling trapdoor for access to the ground floor area 6a.

E: South Cellar Hallway: Much like area D except the trapdoor leads to area 6b.

F: Prison Hallway: This hallway provides access to the prison chambers.

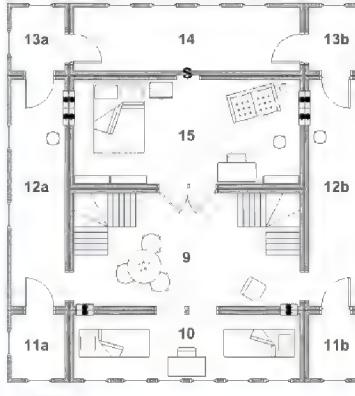
G: Prison Guardroom: One to two guards can be found here if any prisoners are being held. Note: There are none at the moment.

G1-G4: Prison Cells: Small cells for holding prisoners. Only a bed and chamber pot can be found here.

H: Guard Room (or Fancy Cell): This room can be used by guards needing rest or for prisoners who may require a lighter touch.

I: Latrine: Both areas are guard and servant latrines.

Note: No servants live within the tower.



Wandering 'Monsters': During daylight hours, check once per turn (1 on a d6 indicates occurrence). Check once every 3 turns during night hours.

D6 roll and encounter:

- 1-2: scurrying servant
- 3-4: single man-at-arms
- 5: a pair of men-at-arms
- 6: (day only) captain of the guard
- 6: (night only) sleeping guard

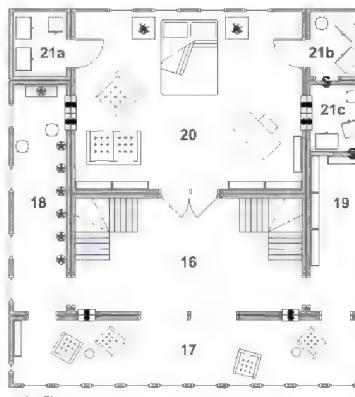
Notes on doors: Doors are unlocked unless indicated otherwise.

Notes on windows: Most windows are open but barred. All windows are 2.5' wide except for the smaller windows in areas 21c and 17 (north and south only) which are 1.5' wide.

Notes on men-at-arms: All are fighting men of mid level. They carry standard weapons and armor. There are a total of 12 men-at-arms in the castle.

Sir Jaan d'Vontur's normal daily schedule:

- Sunrise: prayers in area 18,
- Until Noon: area 20 reviewing operations, etc.,
- Noon: Lunch in area 4,
- Lunch to Dinner: business with area merchants and important villagers in area 4,
- Dinner: area 4 w/ Captain Luk (review operations)
- Evening: retire to areas 17, 18 and 20.



Black Tom Muddye's Treasure Map



Sail South-East for 60 leagues

Know this, should this map fall into the hands of anyone except myself, I will haunt them down and have my revenge... even from the grave if that's what it takes for I am Black Tom Muddye, the scourge of the seven seas and beyond!

The Scrag's Teeth



The damn sea trolls that inhabit these waters would as soon eat us than look at us. Must make sure the ballistae are armed and the weak-kneed magician is ready when we pass through these waters.

Sail South for 42 leagues

Skull Island

Sail South-West for 38 leagues.

The 'Mary Knigght' was spotted on the horizon last night. We managed to give her the slip. There was no sign of her in the morning. One of these days we will meet and see who has the better ship and crew.

Cannibal Island

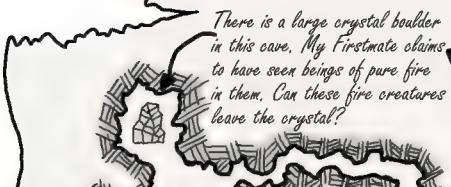
Can pick up fresh fruit and game here. Beware this island is infested with cannibals! They may be only with size of a small child but they make up for it with razor sharp teeth and numbers. All parties sent ashore must be appropriately armed.

Thirty miles inland is a large cave entrance that is shaped like some demonic skull. Through its mouth leads to the caves where our booty lies hidden. Not including myself, only my First Mate, Quarter Master and Sailing Master know through the island dense forest to the cave's location.

The beasts and vegetation on this island are like nothing I've seen before. Giant reptile beasts roam the land and ferocious reptiles hunt in the woodlands. I've seen vegetation that capture and eat human flesh. Strange yellowish plants spread spores and those infected die. Those infected come back from the dead to attack those not infected. The dangers on the island are just one barrier to protect our ill-gotten gain.

My First Mate has taken to calling these beasties thunder lizards for when they walk, the ground shakes. The ones with the sharp teeth that you have to worry about. The small ones hunt in packs and the larger ones are just as dangerous, if not more so with their teeth the size of short swords.

Real treasure cave - Three large chests are locked and hide poison needles on the locks. The chests are filled with thousands of gold & silver coins, plus many pieces of jewelry and gems. It is a ransom & worth of booty.



The cave floor and ceiling appear to have teeth. Some of these "teeth" detach themselves from the ceiling and drop on my men. The largest of these teeth are over 5 ft. tall.

Did the shadows move in this cave? Are they "alive"?

Entrance. The stone steps can be slippery so caution is advised.

Stone columns with strange markings. Someone or something has been to this island before.

Fresh water source but sometimes I swear I can hear something splashing about.

This cave leads to Hades? There is a strong sulphur smell here.

False treasure cavern. Should anyone open the chest, the cave roof is rigged to fall on the thief.

What's beyond this boulder is unknown. Decided to err on the side of caution and not tempt the fates by exploring beyond it.

A large open pit is in the center of this cave. Who knows what lives in it. I didn't stick around to find out.

DRAINS OF AEROS A ONE PAGE DUNGEON BY TIM LABOR

Everyone thought the *Dungeon of Aeros* the vapor-mage was old news – an ancient laboratory and doomsday weapon, conquered (and covered) years ago by Dolann forces. When the Keyn, an ogre mob who purchased the complex in the Great Incension, capture the *Scepter of Kulach* from nearby Wynshed and frame the Grand Visier Tilwich, the PCs are called in to retrieve the scepter, clear the Vizier's name and stop an impending war.



The ogres have partially discovered how to operate a system of air-tight magical forcefields in the complex using colored **seals** (keys) recovered in their excavations. These are now being used to both govern access to lower levels, and seal off the vast chimney in the center. Now, instead of being an escape for magical explosions (and perhaps more), ogre General Hurlach has filled it with water and his dire-squid Blobo now guards the scepter, which lies in a levitator-box at the bottom of the watery shaft. It is said that Hurlach controls the powerful Blobo with the *Amulet of Gillby*.

Using a **Yellow seal** acquired from an ogre informant the PCs infiltrate the complex, defeat Blobo (with or without the *Amulet*), and get the *Sceptre*.

Opening force-fields to travel downward through the winding stairways of the complex requires leaving colored rubber stamp-shaped seals of the correct color in **seal-holes** (found on "both" sides of all force-fields except 6-B). Since most of these are in the hands of enemies, the PCs must both search for them and steal them from those in place ad-hoc controlling force-field windows used to stop water from the central shaft from flooding the levels. Messing with these keys floods selected lower levels but allows the PCs to descend along others. If they elect to open the master drain to aid in their final confrontation with Blobo, the water destroys one of Aeros' undiscovered astromite repositories, and they must escape or face a thunderous eruption of astromagical steam.

Areas 3-8 are lit with wall lanterns. Areas 1-8 are vented using giron worm tunnels (a system independent both from other areas and the chimney).

1. PCs use the **Yellow Seal** on a yellow seal hole to access **Aero's Back Entrance (A)** where 2 unsuspecting Keyn (ogre) guards jettison their boat at water-filled **Chimney Shaft (B)** in order to fight. The PCs need not acquire the boat to get to C, but swimming PCs are more likely to attract dire squid Blobo. If Blobo is wounded at this point, he will escape and heal. The secret door to **Store Room C** (not drawn to scale) shuts behind the PCs who must face 2 ogre dogs. Chicken-hearted PCs who search to find the secret door after the battle risk a "wanderer". Stairs descend to 2-B.

2. An **Abandoned Gallery** formerly used for magical experiments curls around the central chimney core. Magical force-fields hold the water back at "windows" at A and D. The door separating B and C should be opened carefully to avoid waking 2 AWOL Ogre kitchen workers sleeping at C. At A and C stairways in the floor are sealed with force-fields, each next to a red seal hole. The PCs may smash a trapped lockbox labeled "Kitchen" (in ogre) at A and remove a **Red Seal** from the underlying wall panel. If so, grr-rumble-splash! The water level in the chimney drops about to the level of the floor (they opened the red-rimmed window at 3-B, flooding 3 and driving kitchen-workers up after them). There is a similar trapped lockbox behind stored boxes at D, labeled "Armory" which yields a **Red Seal**. It floods area 4 from the release of the force-field at 4-C (and drives Hurlach's private guard up).

3. If the PCs flood 4 and escape to 3-A expeditiously, the private guard from 4-A goes to 1-C rather than after the PCs. Unoccupied **Anteroom A** contains dried food. 2 ogre cooks and 3 kobolds prepare a meal at B where wall-length potion benches, mysterious chimneys, and walls of alchemical drawings of clouds and arcane formulae belie the area's wizardly origin. 2 lazy ogre warriors "guard" a stairway down to 5-A from **Ransacked Library C**. If 3 is flooded they escape downward before an automatic force-field comes into play blocking the stairs at C to protect 5 (this vanishes should 3 be drained) and the kitchen workers (who don't know about back entrance 1-C) will be hot on the PCs' tail. If flooded and drained, the area will be devastated (as will others when this happens) and window 3-B open to the chimney.

4. In the **Armory (A)**, Hurlach's personal guard (2 ogre warriors and a brainy troll) watch valuables. The trusted troll has a note containing the **Magic Word** used to open Hurlach's box in 8-B (should Blobo get out of control). **Main Entrance B** contains a potential escape for PCs who can fight their way past 5 Keyn (ogre) guards. The passage to mess 5-A (X) and the training wing is temporarily bolted and impenetrable. C is the guarded entrance to the **Officer's Quarters**. If 4 is flooded, the Keyn guards escape through entrance B and block it off behind them, and a force-field like the one in 3 snaps into action at the stairway (C) protecting area 6 below from water, while the personal guard goes up.

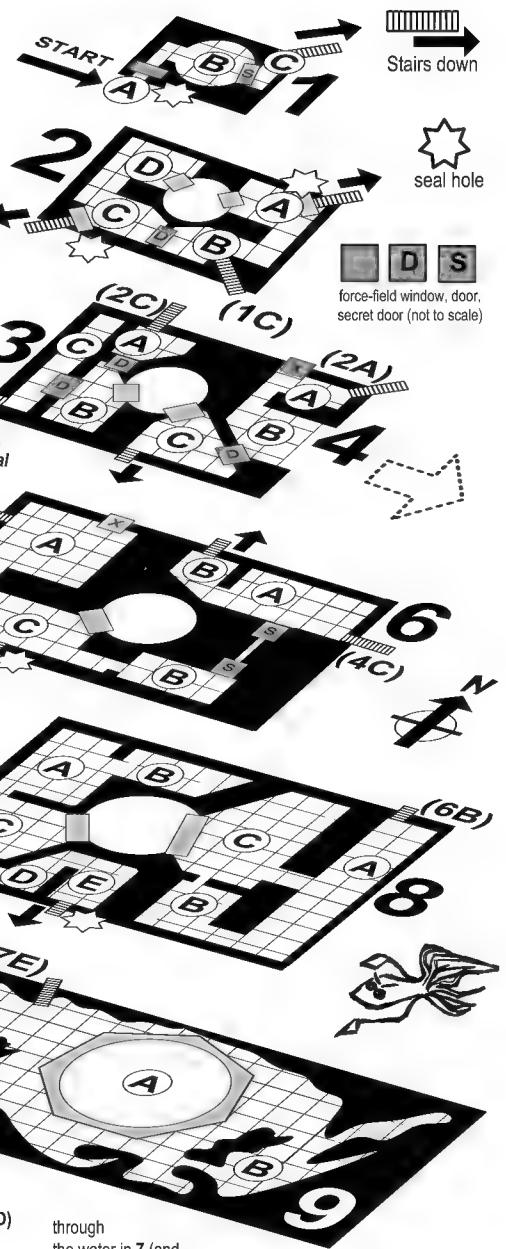
5. The **General Mess (A)** contains 5 ogre service workers, and 2 Keyn guards eating soup. The passage to main entrance 4-B (X) is bolted and impenetrable. In the **Officer's Mess (B)**, 2 kobolds snoop around wall murals depicting a lost continent (one knows the **Magic Word** for

Hurlach's box in 8-B). The secret door is watertight. C is an abandoned prep room with heptagonal divets on the floor and a force-field-protected access tunnel downward, next to a double set of blue seal holes. One contains a **Blue Seal** chained into the hole. If the chain is broken or a non-blue key put in the other slot, the field opens, but, rrr-rumble-splash! The window at 7-C also opens, and level 7 floods with all the water collected so far (and the water level of the chimney is at the **5/6** floor). If the PCs race downward after hearing the crash, they face both the water and the angry barracks residents before either being driven up through 3, 2 (and the soggy denizens of 4 and 6) through 4 (now drained) to 6, or through the secret door in 5-B (if they found it). A Blue key opens the force-field.

6. Hurlach wants only his most trusted officers close to his magical investigations. Luxurious **Officers' Quarters (A)** lead to long-tabled **War Room B**. A long, winding passage down is protected by a force-field next to a blue seal hole. If 7 has been flooded, the force-field is active (everyone from area 8 has rushed up to 4-B) and the PCs must find a Blue Seal to descend. Otherwise the field is open and a **Blue Seal** is left carelessly in a solitary slot on the upper side of the field (everyone from 6 is at Hurlach's demonstration in 8).

7. The Barracks isn't happy at being disturbed by either water or adventurers. The 8 orcs in **Sleeping Area A** and 4 ogres in B could wake at any moment. Game tables and a wrestling mat contrast cracked statues of Andigian cloud gods at C. An orc quartermaster and two argumentative ogre merchants in the **Quartermaster's Office (D)** stand in the way of private **Store-Room (E)** where a secret passage down to the excavations in 9 is secretly secured by Hurlach and his quartermaster with a forcefield opened by placing a Blue seal in a nearby unmarked seal hole. Among the quartermaster's possessions is a **Steel Key** containing same emblem as the seals, which may be used to open the non-magical master drain (9-B).

8. Other than creating an aquarium for his favorite squid, the real reason Hurlach wanted the portals to the Chimney sealed was so that he and his lieutenants could secretly duplicate Aeros' magical processes. The moment the PCs arrive at C, they disturb General Hurlach's concentration as he gives a magical demonstration to 3 Keyn Wizard-fighters, causing the window behind him to smash through. This floods both this area and 9 below (9 is actually slightly lower than 7) with all the water collected thus far. If the PCs grab the Blue Seal at 6-B on the way out (to take to now-drained 7), Hurlach and his trapped buddies drown. If PCs avoid C, Hurlach's **Private Quarters (B)** is filled with the missing books from 3-C. A Magic Word-encoded safe contains the *Amulet of Gillby*. Although the PCs won't be able to find Hurlach's secret passage down to 9, they can spy on Hurlach through a wall hole before deciding whether to disturb him. If the PCs escape 8 with the Blue seal without disturbing Hurlach and without the Amulet, Hurlach uses it to get Blobo to remove a hidden key which opens the field in 8-C (which allows them to escape). Otherwise the General is trapped here, but the PCs must find some way to get



through the water in 7 (and the window at 7-C is now open to the shaft and Blobo!).
9. A vast cloud chamber at the base of the complex contains a magical generator surrounding the multiple force-fields usually holding water in at the base. Regardless of whether the PCs flood it entering through 7-C or from busting up Hurlach's demonstration, the water in 9 shuts down the force-fields and dire squid Blobo (if still alive) is loose in the underground lake that results. At 9-A Hurlach has housed the *Scepter of Kulach* in a levitator-box. The master drain at 9-B may be opened (using the Steel key). This drains 9 and allows the PCs to defeat the floundering Blobo more easily (as does the Amulet of Gillby), but if they do, the rushing water seeps into one of Aeros' undiscovered astromite repositories. A few minutes later, the ground rumbles and the PCs must exit the complex before they are consumed in an eruption of astromagical steam.

*WANDERERS

- 1 Keyn Wizard-fighter
- 3-5 Keyn guards
- ogre dog Boney
- Officer Gnash
- 4-6 ravengore rats
- Fermata, the orc minstrel
- Ogre ambassador Grotto
- 3 jolly kitchen kobolds
- fanged eel (from chimney)

1	2	3	4	5	6	7	8	9

Race to Adventurer's Keep

by Tim Shorts

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Current Situation

The players were training with an owlbear in heat, when Captain Tenacious had a mage cast sleep on all the trainees. The limp bodies of the trainees were transported to various parts of the massive forest that surrounds Adventurer's Keep.

The players awaken wearing only their skivvies and a note in their hand. *Time for graduation meat shields. Return to the keep as quickly as you can. The first to return gets a large monetary hug from me, Captain Tenacious. Should there be a tie the one who returns with the most gifts for me shall win.*

For those who fail, means that you have died. Please die where we can recover your body so a resurrection may be attempted. Avoid being eaten as it will make the process more difficult. And frankly we don't have the time.

*Good luck you sorry little bastards.
See you at Adventurer's Keep!*

GM Notes

This adventure needs no map so stop looking for it. GMs will need to be quick and clever. This entire adventure is run on a series of random encounters. This can be run solo or with a group.

The base time to return to the keep is three hours. So a minimum of three encounters will be rolled for each player. Roll the encounter and the player interacts with the situation.

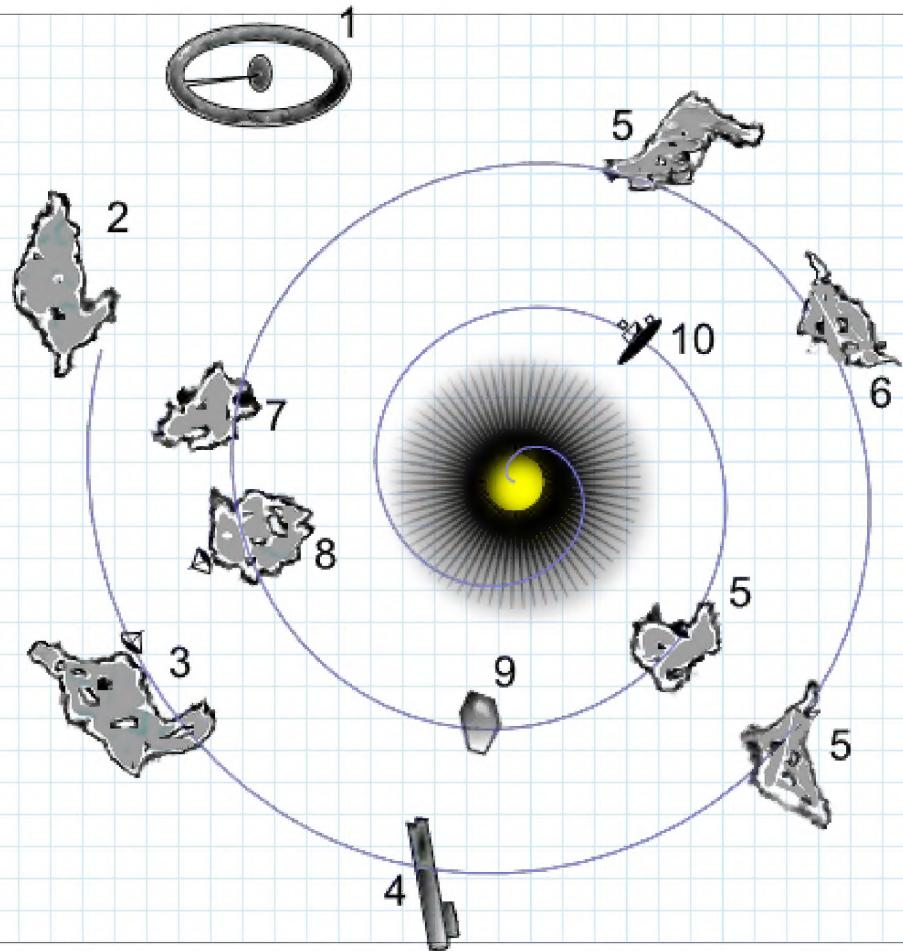
Because this is a timed adventure it is critical the GM keep track of each player's time. It is also critical that the GM keep track of item obtained and calculate the value in case of a tie. Some items values are listed while simple items like a dagger will not.

Random Encounter Table (d5 and d10)

1. A sturdy stick lies on the path. It looks like a good club.
2. A goblin has his arm stuck in a tree. He shouts for help. He has a dagger.
3. It begins to rain hard and the player makes no progress this turn.
4. An arrow is stuck in the tree with a paper attached, *Return to Boria.*
5. A campfire still smokes. There is left over stew in a pot (heals 1hp).
6. You find an old hunting trail and avoid any problems this turn.
7. Player must make a save or get caught in a snare (roll twice next turn).
8. Boria sits under a tree with her bow. If her arrow is returned (4.) she will off a reward of 10gp.
9. A large mud slick blocks your way. Going around it or through it will cost the player one turn. If the player chooses to go through the mud there is a 50% chance of finding a short sword.
10. The player must roll a save or fall into a pit and no progress this turn.
11. A locked chest contains a map to 21. It takes one turn to reach 21.
12. A small book details the weaknesses of the rare dual toed fluffy skitter lump (50gp).
13. A body hangs from a tree. The rope looks new.
14. You find a shield beneath the leaves. The strap needs repaired.
15. A wolf devours a deer carcass. It wears a silver collar (10gp).
16. Player must make a save or slide into a ravine (1hp damage) and make no progress this turn.
17. A stirge buzzes loudly overhead.
18. A blanket hangs on a tree limb. The blanket is made of silk (10gp).
19. A huge toad has a gem (5gp) lodged in its head.
20. A broken fence lies on the ground. Small metal pieces can be used as makeshift lockpicks.
21. Crude, stone stairs descend into the ground. A one room vault contains a skeleton wielding a +1 dagger.
22. A helmet is submerged in a creek. A water viper uses it as a home.
23. A toppled over statue of a warrior clutches a spear.
24. Under a tree is a backpack (only clothes) guarded by a 3-legged dog.
25. A clay pot sits on a flat stone. It contains wine (5gp), if drank no progress this turn.
26. A hobgoblin staggers out of the brush and claims to be a reincarnated trainee.
27. A giant spider web blocks the way. A large spider waits. No progress is made this turn.
28. You find a dead forester with an axe in his hand.
29. Three scrolls hide in a hollow log. Two are 1st level spells, one is cursed.
30. Roll save or twist ankle slipping on rocks. No progress this turn.
31. A boar plays with a skull.
32. Meet another trainee. NPC, 40% friendly, 40% hostile, 20% sneaky.
33. A small camouflaged shack, home of the forester (28.). His extra axe is inside and 8gp.
34. A man dressed in robes mumbles, "I lost it". He lost his skull (31.) if the player has it he will offer 10gp.
35. Simple totems hang on a tree. If the player makes one and places it on the tree he may reroll once.
36. Caldin, an instructor will not let the player pass until a target is struck. If the player misses three times no progress this turn.
37. Thorn bushes (d2 damage). No progress this turn.
38. The forest erupts in flames. Player may go through or around, in this case, no progress is made this turn.
39. A corpse covered in insects sits against a tree. Beneath the insect swarm the glint of a golden necklace (20gp).
40. A hunter in a treestand levels a crossbow at you and tells you none shall pass.
41. A small glowing portal. If the player goes through he is forever lost in another plane.
42. Blood is dripping from the top of a tree trunk. A large knife is thrust in the middle.
43. One kobold has tied another kobold to a tree and is hitting him with very bad karate moves. The free kobold has a gem (5gp) hidden on him.
44. Black clouds block out the sun and it begins to rain. Player makes no progress this turn.
45. A bundle of torches, a tinderbox, rope and rations are in a sack hanging from a tree. Written on the sack is, *A Gift from the Tree Lord.*
46. A partial crumbled stone house. Inside is a large rat.
47. You hear hissing nearby and turn to see a small sleestak, it is armed with a slingbow.
48. Meet another trainee. NPC, 40% friendly, 40% hostile, 20% sneaky.
49. A tripwire that sets off a net trap. Player makes no progress until cut out.
50. Find a path, reduce time by one turn.

A Tempest in a Teaspoon

By Todd Mitchell



You have been approached by an agent representing a former employee of the defunct OmniTech corporation to retrieve the sensor data from a monitor device deep in the gravity well of a pint sized, but massive Neutron Star. Will you hire a Tug or pilot yourself? Hopefully your pilot is up to the task because if you don't follow the proper route to the monitor, gravity shear will tear your ship apart. And did we mention it's in an asteroid field?

Mining Tugs: These small ships have powerful engines and thick radiation shielding. They are slow, with powerful engines and have decent sensor capability. Miners are a cagy bunch and their tugs are often jury rigged with weapon mounts or electronic countermeasures.

Asteroids and X-Rays:

Shifts in the surface gravity of the neutron star cause the orbits of smaller asteroids to be unstable. The closer to the star, the more this occurs. It also emits bursts of X-Rays which disrupt systems. Roll 1d6 more frequently as the players progress down the gravity well:

- 1: Impact! Ship damage or Hull Breach.
- 2: A Near miss! Proximity alarms will go off.
- 3-5: All Clear.
- 6: X-Ray burst – sensors out for the next few turns.

Gravitational Shear:

The blue spiral represents the optimal path through the warped space of the star's gravitational field past the orbital debris and larger asteroids. Ships travelling off the optimal path will be subject to turbulence, increased danger from asteroids and finally hull breaching shear forces.

1. OT station: This station was originally an OmniTech science outpost built to study the star, but was mostly abandoned when the corporation went bankrupt. It was bought by a struggling mining consortium. While fairly modern, it is starting to show signs of neglect and much of the station is mothballed. The stores and hotels can boast of only the barest necessities available to customers and a minimal staff is available to assist travelers. The two exceptions to this are *War Daddies* – a happening night club and gambling pit, and *Sam Ford's Salvage and Loan*, both of which cater to the local miners. Sam Ford owns and runs both these establishments; Ford does not want the monitor data retrieved in case it brings more attention to the system as he is also involved in illegal activities. He is a shrewd and direct man who will secure his business. There are over 600 people living and working on the station.

2. Mining Asteroid: Life in the asteroids is tedious and hard, however the miners are good natured. There are about 1500 miners working the asteroids with this as their primary refining facility. Some have turned to salvage or prospecting although most will not go deeper down into the gravity well.

3. Listening post: This is a small, hard to detect listening post manned by two of Sam Ford's crew. They will send word to the Drug Lab at #8 if they detect any ship traffic going deeper into the gravity well. They have decent sensing equipment and can only be surprised by silent running or cloaked ships. If they are boarded before they send their message, they will bluff, then fight and try to escape and send it. If they are boarded after sending their message they will have cleaned their tracks and prepared to pose as harmless prospectors who will surrender at the first sign of force or hostility. They have energy pistols and decent skill at hand to hand combat.

4. Wreck of the Pequod: This is an old and stately ship that has certainly seen hard use. The hull is melted and scored in places as well as pummeled by asteroids. The entire front section of the ship has been torn away and the Bridge is entirely missing. Needless to say there is no life-support and the ship is open to the vacuum, it is abandoned and has been drifting for 100 years or more. The wreck has been picked over for all valuable components. A thorough search will reveal a number of curious personal artifacts (data fans, books...) will reveal the name of the ship and that it was hunting a 'space creature' in the asteroids. A very successful search will reveal details such as the space creature was very crafty and highly resistant to energy attacks.

5. Asteroids: Unremarkable rocks big enough to land on. Feel free to have them reflect back false signals or be composed of useful elements.

6. Interesting Rock: This 'roid is made of different materials than other bodies in the system. Study will reveal it is a body from outside the system.

7. The Kraken: In the bowels of this asteroid lives the "Kraken", a ship-sized tentacled space creature looking much like a cephalopod. This creature feeds off of mineral deposits in the asteroids and does not mind supplementing its diet with the occasional space tug. The creature moves using a very efficient ion propulsion and can equal the speed of a fast cruiser type ship for short distances. It is primarily a lurker, and is well camouflaged both visually and to sensor equipment (except when moving.) Its primary method of feeding is to capture a small asteroid (or ship) and feed off of the metals by excreting powerful digestive acids from its tentacles. It uses long wave radiation and gravity detection to sense direction and locate objects. Having evolved in space, the creature is highly impervious to energy attacks but not as resistant to physical damage. If it is wounded it will flee and hide. It is ill tempered and cunning, if it is provoked.

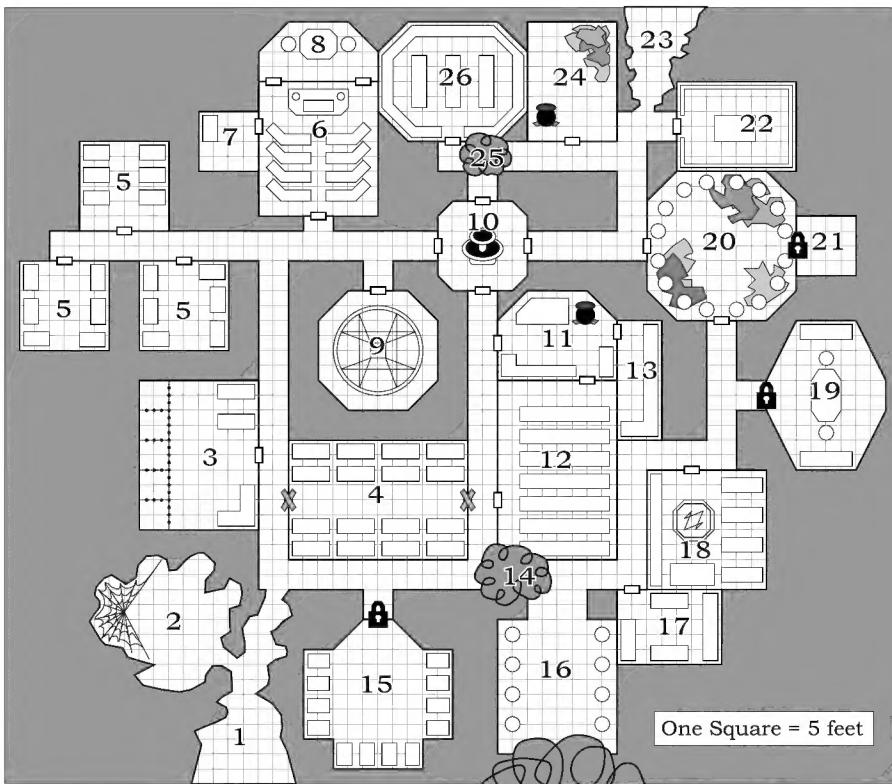
8. The Lab: This asteroid hosts the secret drug lab and the source of the Ford family empire. This lab uses the high energy and low gravity conditions to make illegal drugs and bio-weapons for sale on the black market. The lab facility will have 8-10 scientists working and 25-30 maintenance/defense staff armed with hand weapons and/or energy weapons on duty at any time. 4 armed mining tugs are docked here, 2 of them will be manned and hiding near #7 if a warning has been sent from the listening post or the station. The lab staff will stir up the Kraken if they are suitably forewarned or if the players have previously aroused the suspicion of Mr. Ford. As a final line of defense, the lab has a missile battery with enough firepower to seriously damage a ship.

9. Blanket of doom: Sensors will pick up this very large (2km sq) flat object from far out. It is a portion of an old light sail. **Careful study** will show that it is slightly curved and is spinning, and that there is a 75% chance that it will eventually come to focus the radiation of the star into the path of the ship. If this is not avoided, the ship will be hit by a very large energy burst and there is a good chance that sensors or computer systems will be damaged.

10. The Monitor: At this point in the gravity well things are getting dodgy and gravity shear is very high. Even if they have not been followed, exploring the monitor and retrieving the data will require piloting skill and/or EVA in a dangerous environment, and frequent checks for encountering asteroids and x-ray bursts. If the players get the data they still have to crawl back out of the gravity well, back to the station and past Sam Ford!

The Ruined Cult of Vorlos

by Tom Livak



1. Cultist's Entrance: This is the entrance that the new *cultists* found, and currently use.

2. Spiders' Lair: This cave has become the lair of a cluster of *giant spiders*. There will be 2d4 *giant spiders* here at any time, and adventurers will need to watch out for the spider webs.

3. Torture Chamber: This bleak dank room contains five cells on the far wall, and various implements of torture are strewn around the rest of the room. There's a pile of twisted bones and scarred remains; this is where the cultists are disposing their failed experiments. A *black pudding* lurks in the shadows.

4. Sealed Cultist Dormitory: This is dormitory that the old *cultists* used. After the cult was routed, the last surviving 8 members came here and took their own lives, and have been reanimated as *ghouls*. The new *cultists* have boarded up the doors to seal them in.

5. New Cultist Dormitory: These were used as storage rooms by the old *cultists*. The new *cultists* are using them as living spaces. There's 1d4 *cultists* in each room at any time.

6. Sanctum: This is where the old *cultists* gathered and held their fell rituals, and the new *cultists* have begun to do that same. During such a ritual there will be 4d6 *cultists* and the *head cultist* in attendance.

7. Head Cultist's Room: This was originally a storage room for the sanctum, but the *head cultist* is using it as his personal room.

8. Altar: Behind the sanctum lies a second altar the old *cultists* used for even darker ceremonies. One part of Vorlos incarnation statue is here.

9. Ritual Room: There is large diagram engraved on the floor here, where the old *cultists* performed magical rituals. The new *cultists* have attempted to do the same, although they are generally botching the rituals due to lack of information. Any spells cast in this room will be warped in some demonic way.

10. Fountain: There is a grotesque fountain in the middle of this room. Touching the black, fetid water has one of the following effects on a failed savings throw (1d6):

1	<i>poisoned</i>
2	<i>diseased</i>
3-4	<i>charmed to followers of Vorlos</i>
5	<i>confusion</i>
6	-2 random attribute, +2 to another random attribute

11. Kitchen: Filled with disgusting pots and pans, this is the old kitchen. There's a 50% chance of encountering 1d6 *dire rats*.

12. Dining Hall: Rows of dilapidated benches and tables fill this room. A colony of bats lives here, if disturbed they'll swarm the party.

13. Pantry: The rotten food stores of the old *cultists* are still here. There's almost always 2d4 *dire rats* here.

14. Cave-In: A cave-in has sealed off this corridor. The *cultists* are trying to open it up; there's a 50% chance that 1d4 *cultists* are here working away with pick axes.

15. Crypt: An ornate, locked iron door seals this room. The new *cultists* haven't been able to open the door, and don't want to break down the door. This is where the old *cultists* entombed their dead. There's 630 gp worth of jewelry and goods inside, but it's protected by 2 *wraiths*.

16. Old Entry Hall: This is the original entry hall to the complex, but it's sealed by a cave-in. A piece of the Vorlos incarnation statue is here.

17. Armory: The old *cultists* stored their arms and armor here. There's a wide selection of equipment, but it is all in dismal repair.

18. Laboratory: This room is filled with ancient and sickening magical components. Messing with any of the components will reproduce the effects of a random arcane spell of level up to 3rd, in the least beneficial way.

Background

In days past, a small cult formed around the demon Vorlos. They built this complex and began the dark rituals Vorlos demanded. They gained much power, and succeeded in bringing forth an incarnation of the demon. There was much destruction and chaos until a band of heroes managed to assault the *cultists* and break their power. Their complex lay in silence and ruin.

But recently a small group has rediscovered the complex, and a new cult has formed. They have not completely explored the complex, as parts have caved in, and many monsters have moved in, including a *troll* and a colony of *gricks*. As such the *cultists* have incomplete knowledge of Vorlos. Still they are attempting to perform the magic rituals that gave the old cult its power. These experiments have, so far, been complete failures, resulting in horribly mutated cultists. Those that survive become feral and uncontrollable.

The incarnation of Vorlos was summoned by the old cult through the use of a stone statue carved in the likeness of Vorlos. When the heroes struck down the incarnation, it reverted back into its statue form and broke into three pieces. The heroes left statue behind, not knowing that if the parts were recombined, Vorlos would return.

Wandering Monsters (1d8)

1-2	1d4 <i>cultists</i>	6	<i>troll</i>
3	1d3 <i>mutated cultists</i>	7	2d3 <i>spiders</i>
4	1d4 <i>cultists</i> and <i>head cultist</i>	8	1d4 <i>gricks</i>
5	2d4 <i>dire rats</i>		

19. Sacrifice Room: There's a bloodstained stone table set in the middle of the room. A piece of the Vorlos incarnation statue rests here.

20. Grick Lair: A colony of *gricks* have made their home here, which has so far prevented the new *cultists* from exploring this part of the complex. There's 3d4 *gricks* here at any time.

21. Vault: There's a swinging blade trap just inside the locked door. The old *cultists* stored their treasure here, which consists of 1330 gold, 110 platinum, gems worth 870 gold, a *ring of protection +1*, a *wand of detect magic*, and a *wand of bull's strength*.

22. Bone Room: Bones adorn the walls of this room, mostly skulls. Many are humanoid, but many are not, some particularly twisted and disturbing. Non-followers of Vorlos will feel uneasy in this room. After 10 minutes, they'll need to make a savings throw or be *cursed*.

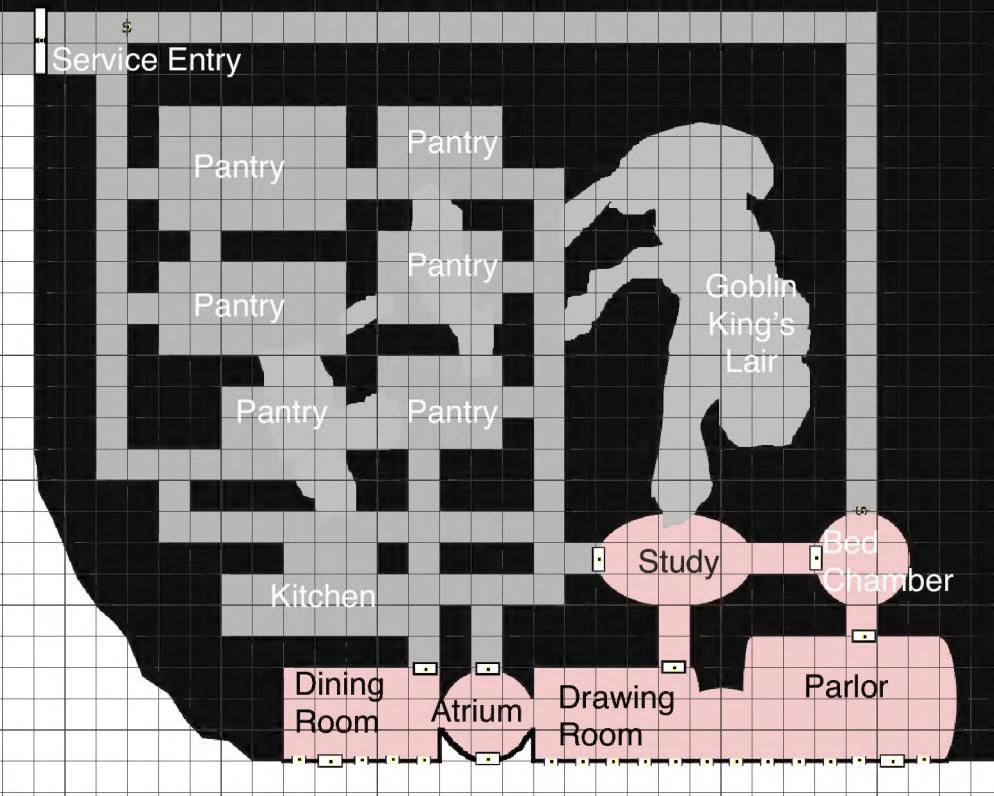
23. Troll's Entrance: Another opening has formed here, mainly used by the *troll*.

24. Troll's Lair: Whatever purpose this room originally is lost as a *troll* has taken up permanent residence. There's a 50% chance he's here at any time.

25. Cave-In: The *cultists* have been working to remove this cave-in, but have removed enough to find out it leads to the *troll's* lair, so they've quit, not realizing it also leads to the library. With little more work one could make enough room to squeeze by to the library.

26. Library: Shelves filled with books line the walls, but are almost all destroyed by the ravages of time. Still there's a lot of information on Vorlos that would be invaluable to the new *cultists*. With enough searching, a number of spellbooks can be found containing a total of 2d4 spells.

Lord Dulally's Hall by Travis Miller



Dining Room: The decorations in this room have been destroyed. The lesser goblins have turned this into their fest hall where they drink and eat after night fall. The remains of meals, broken crockery, smashed ale barrels and platters can be found in here.

Atrium: The goblins have blocked and braced the door on the north side of this room. The only way through it would require destroying the door or removing the bracing from the passageway on the north side of the door. The atrium is full of refuse from the dining room.

Drawing Room: The goblins are using it to dump trash and bones from their meals. The north door in this room is braced from the north. The windows on the south wall are smashed. The glass is all over the floor making it difficult to move through room stealthily.

Parlor: The door on the south wall was smashed in. Parts of the door lay on the floor. The windows on the south wall are also smashed. The north door is locked and the goblin king's right hand man has the key. The hinges are on the north side and the door opens into the bed chamber. The door is very heavy and bound with iron. Anyone listening at the door will note sniffing and growling coming from the other side.

Bed Chamber: A secret door opens into a passageway that leads into the service area. The goblins have managed to force a large bear into this room. They feed it the occasional slave or captive and torment it with sticks for fun. The bear is hungry and injured and thus very dangerous. It will attack any creature on sight but is afraid of fire.

Study: The goblins have a guard room here. 10 goblins will be found here at all times. They have collected lantern oil, tinder and torches here to deal with any intruders coming from the drawing room. The guards all have spears and crossbows.

Goblin Kings Lair: The goblin king with several his strongest warriors (full hit dice), his harem and a shaman reside here. The shaman has a bone club with a +1 enchantment. The goblin king has a very nasty war dog chained by the large comfy chair he has taken up as a throne. He has moved most of the furniture and all of the treasure from Lord Dulally's hall into this room. The goblin has also attired himself in the finest clothes of the halfling lord. The goblin king has had the remaining ale, spirits and tobacco from lord Dulally's stores brought into this room and sitting behind his throne. The war dog bites anyone except the king who tries to get near to the stores. The dog is almost never surprised.

Pantries: The majority of the goblin tribe has taken up residence in these spaces. They've consumed most of the stores and are using the various crates and barrels for furniture. The linens, curtains and useful materials from the rest of the hall have been dragged into these rooms and can be found torn and mounded up in places where the goblins sleep. 1d12 - 1 goblins can be found in any of these rooms. Little else other than filth from the goblins can be found in these rooms.

Kitchen: The goblins prepare their grisly meals here.

Service Entry: The goblins have 10 guards posted here with crossbows, oil and torches.

Halfling Lord Dulally's Hall

Lord Bunco Dulally is known as an eccentric. He has built a modest hole just outside of the halfling settlement. He loves to hunt and fish and keep fruit trees. The land is a quiet place on the edge of a "quaint" old forest with some boar, red deer and elk in abundance. The nearby river is teeming with trout. The owner parted with the property for a very reasonable sum. This pleased the thrifty lord Dulally.

Bunco had a considerable number of pantries and store rooms dug where he could store pelts and the salted, dried and smoked meat from his hunting. Soon after moving in he began to hunt and fish. His catch was significant. He also had several trees removed to plant orchards and vineyards.

His activities drew the attention of a druid who was taking care of the area. The druid asked the halfling why he had built his new hall in this spot. Lord Dulally informed the druid that he had bought the land from a gnome. The druid informed the halfling that no gnome owned that land and Lord Dulally had been swindled. The druid went on to say that the land was within the area claimed by a goblin tribe and Lord Dulally's activities had drawn their attention. Growing red faced, Lord Dulally told the druid to be off and that he wasn't leaving on the account of some smelly druid.

Within a few days, a large force of goblins showed up. Lord Dulally and his retainers fled for dear life back into the halfling settlement.

After running the halfling and his retainers out, the goblin force returned to tell their king of the opulence of the halfling's hall. The king came to see the hall for himself and decided that it would be site of his court. The goblin king didn't like the airy and sunlit front rooms of the halfling's hall and decided on some redecorating. He had his minions and slaves dig a proper goblin lair into the hill, connect several of the pantry rooms together and moved in with his warband and females.

The druid can be found near the goblin's lair and may be willing to help the PC's break into the hall as one his bear friends has been captured and is slowly being taunted and starved to death by the goblins for their sport. He doesn't know much about the layout of the hall however. If attacked in the daytime, the entire tribe of 100+ goblins will be present. If attacked at night at least 1/3 of the tribe will be out hunting, raiding or gathering tribute from other humanoids. The goblins have managed to find the secret corridor from the service area to the Bed Chamber but don't use it since the bear is being kept there.

[Blog of Lairs](#)

Map made with [Dungeographer](#).

Desert Temple – Shift Sands

System: Dungeons & Dragons 4e

Party: 4-6 players

Level: 1

A long day out from the main town in the heat of the desert lands, you and your group are travelling along on the back of a gigantic lizard. As you look ahead, you see strange bumps in the sands—flowing across the sands as if it were water. At first glance, they seemed like sand sharks, but then scorpion tails surface and glide amongst the sand—circling about the lizard's feet. A larger bump comes careening towards you, and a huge scorpion jumps out from underneath the red hot sands and surprises the lizard—forcing you all off of it and onto the sands below.

Combat Encounter

In a moment's notice, the scorpions have you all surrounded. You instantly notice a few large rocks and attempt to take shelter on top of them. The large mother scorpion guides the smaller children to attack first.

Monster Tactics: The smaller children attempt to deal as much damage to a single, weaker target for the mother to finish off towards the end. Some of the small scorpions can burrow underground and resurface—throwing up motes of sand in the player's view and knocking them prone.

Skill Challenge Encounter

After the battle has gone on for some time, the giant rock which the other would take shelter on (*if the large mother is still alive*), the mother punches a gaping hole into the would-be rock, which turns out to be a gargantuan Ancient Dune Scorpion. The larger one snatches the mother and crushes it under its claw "**WHO DARES DISTURB THE MIGHTY AND POWERFUL VRALLIK, LORD OF THE SANDS?**"

After the mother dies, it is up to the players to make it back onto the dune lizard to continue their deep desert exploration in 2-3 rounds after the Ancient Dune Scorpion's appearance. Other, smaller scorpions will try to either:

- 1) Subdue or kill the players, or;
- 2) Force the Dune Lizard to give up and block its way out.

If the scorpions block the lizard's escape, the campaign may end there, unless the players can talk their way out of the already sticky situation with the Lord of the Sands.

Skills to be used:

Acrobatics: To negate a scorpion's attack if a character passes over a threatened square.

Athletics: To climb up the ladder to the top of the dune lizard. Two checks are necessary to climb the full length of the ladder.

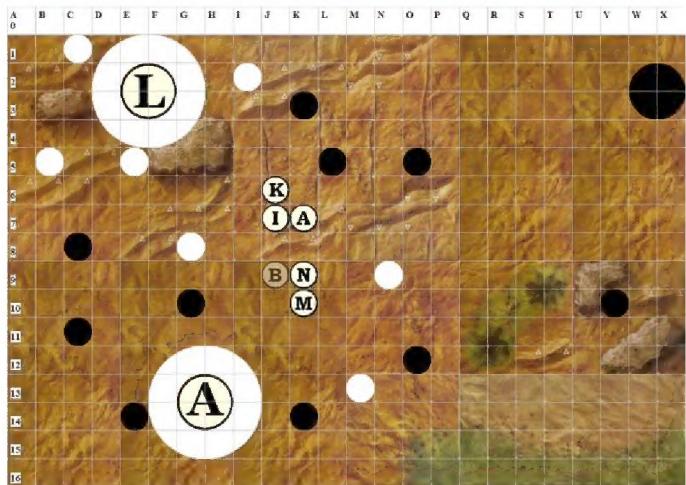
Bluff: Use after making a successful Insight Check. Deny an opportunity attack granted by a burrowing scorpion.

Endurance: Increase your base speed by 1 this and take a -1 penalty to all defenses this turn.

Insight: Use this to locate the nearest buried dune scorpions to use a bluff check to deny their attacks.

None of the skills used counts towards number of successes/failures, since this skill challenge is a Timed Challenge.

Encounter Map



Key:

- The Gargantuan icon with the L in the center is the Dune Lizard, and the D next to it is the driver, *<Insert name here>*.
- The players can be set anywhere around the Dune Lizard, but the scorpions must also be placed near the players as well.
- Blank markers represent burrowing dune lizards – white marks represent scorpions close to the surface (*threatening squares provoking OA's if players move over them*), while black marks represent scorpions burrowing deep underground (*non- threatening squares*).

End note:

Map is made by [PyMapper](#) with the Desert of Athas tileset

Encounter to be released under the [Creative Commons Attribution-Share Alike 3.0](#) licence

Encounter and map produced by **Zack Buntin (Xeadin)**

Author Notes:

This encounter is currently being used [here](#), in the Wizards Community.